

# PLAUFUL















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# **AUGUST 1989 No.93**



### HAND-HELD GAMING II

















24

98



A The whole Hog -- Harley game

### SAVE LOADS OF DOSH

havec. Watch seven guid set merclessly backed off Super Hane-On. Another seven guid is painfully sliced off R-Type, and Afterburner gets seven pounds painfully pulled out of its posterier. Roger Rabbit and ISS also come in for the chop - another lucky 7 off them toe!

### PLAYMASTERS



CES SHOW REPORT

### ARCADES

Twe smalling new celm-ups get in-dupth reviews — William, the ircade game-of-the-film from Capcom, and Iram's Dragon Breed, feel-med and programmed by the same team behind that shoot 'em up classic, R-Type. And there's the UK Arcade Highscere table

### MEAN MACHINES

We've got red hot eachsives galorel Four Sega mega-games are reviewed — Ghestbusters, Spelicaster, The Baseball, and the best American Football game you're likely to see on a home computer, the amazing Pro Football — and we're also got e review on the PC Engine's newest and greatest shoot 'em up, Twin Hell. But the biggest exclusive is the complete PC Engine and 14 bit Sega release schedule for the rest of this year — there are some believable games up and coming

### PREVIEWS

▲ PC engine boxing — our soon.



▲ Dragon Breed - mags coin-op THE OTHER STUFF

BUOGET ROUND-

NEXT MONTH 114



STAFF WHETHE PAIR. Not a new rule by fellow Paul's new splicy halo doing .. Even shough he now looks a shug.









# incheve in mat ... if you're a hardened shool's in up veteran, Dominator is a me to scour the shelves for.'



### ATARI'S UNBELIEVABLE ADVANTAGE

If you thought that Nintendo's black and white hand-held console looked good last month, wait until you see Atari's new machine, the Advantage

- it'll blow your socks off. It runs twice as fast as an ST, has as many colours as the Amiga, has its own COLOUR monitor and fits in the palm of your hand. Sounds unbelievable? Iulian Rignall thought so too, but when he actually saw it his eveballs popped out on stalks and he was incoherent for days. This is what he 52VS . . .

### THE GAMES

Although the Advantage's 64k RAM might sound small, it's capable of taking 16 Medabit came cards (that's 2 Megabytes (four ST or Amuras-worth of memory)), giving programmers considerable scope to produce some amazing

The first batch of games have a familiar ring to them, and all were designed by Envx. Coming free with the

revivenated and is hardly recognissble from the original Large-sized, beautifully animated graphics are used as the player takes control of a secret agent who infiltrates an enemy installation to rescue the President's Indiapped deughter. It looks brilliant.

Role players will love Time Ouests and Treasure Chests, a single or multi-player game

### HERE IT IS

Erm ... hmmm ... What can I ony about the most exciting thing to happen to the games industry since the invention of the home console? Well, the Atari Advantage takes computer gaming a quantum leap forward with a hand-held machine that offers 16 bit specifications in a box that's smaller than a video cassetts.

The mini-console has an excellent pedigree. The machine was designed by RI Mical and Dave Needle, better known as the conjuses who created the Amiga, originally for US software house. Envi. But Atari stepped in, and with its massive financial backing and considerable experience in the home computer/consoles field has

produced what is basically an amazing machine at a very reasonable prion.

### THE MACHINE The graphics are crisp and

very fast, with 16 colours displayed on-screen at once from a pallette of 4096. Sound is four-channel stereo, with an built-in speaker on the machine, and a headphone jack for true sound

The colour monitor = a big un for a hand-held, and is 3.5 inches square (considerably larger than the Game Boy). It's

A A new era in comput nin sharp and crystal clear

and using it is a joy. The controls are typical of a console - a joypad with two fire bottons. They're responsive and very easy to

A neat touch is that the with right or left-handed people in mind. As you can see, there are two sets of fire buttons - there's an option to flick the screen upeide down, so you can play however you

On the side of the machine is a commissications port that lets you connect up to eight other Advantaces together for multi-player games. Atari

Proser-wise the machine takes six AA Walkman-sized

machine is Caldornia Games, which features four sports svents - akateboard, BMX. foot bar and surfing, It's a great freebie, and is very fast, colourful and playable. Impossible Masson is

another old title - mind you. x's widely regarded as one of the best computer games even! The new Advantage version is considerably

▼ The amazing Blue Lightning

with strong RPG overtones. The game incorporates Gauntlet-style and first nerson Dissipective







# DEVIEW

e is in

attempts to find the Star Gem, Afterburner fans are well

catered for with Blue Lightning, an incredibly fast 3D serial combet game. Take to the akees in the eponymous

craft and blow the enemy to preces in ten different musions. It looks good and plays even better The other two games are

The Gates of Zandocon, a slick shoot 'em up with over 50

third party software houses to produce games for this machine

### WHAT ABOUT THE GAME BOY?

Well, what indeed? The Gam Boy is still a very next little machine, however good the Advantage is, and costs less



### WHEN. WHERE AND HOW MIKE

The Advantage is released in America this anturn and will cost \$150, about £90. Gernes weigh in at \$34,99 (frast under £30). Atari haven't yet fixed a release date in this country so it's doubtful that you'll see it until next year. But at least you'll have plenty of time to SEVE YOUR MOINEY for this marvellous machine.

W Blasting in Gates of Zend

Keep watching this space we'll be bringing you regular Advantage updates whenever we got new information. SPECIFI

CATIONS SCREEN: 160×102 COLOURS CLOCK SPEED:

RAM:

stereo

SOUND:

4096 16Mhz 64k Four-channel

A Hegs maybern in Monster Dec

different alten breeds to blast into the middle of next week and Monster Demoktion a type of Rampage game which features creatures who rum arnok around a horizontally scrolling series of landscapes. Just to add to the fun, there's a multi-player option for massed

monster maybem There are plenty of other games in the pipeline, and Atan are stready signing up

than half the price of its handheld competitor. Having said that, it's really like comparing a Spectrum to an ST. The Game Boy has some excellent games available for it, and it's a fun machine that will eventually have a big software library, but if you're

wondering which to buy, examine your budget, and if you can afford an Advantage. that's the one to go for



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# NEWS

### MAGNUM FORCE

At the end of July, Sirvician with be launching the "Action Pack", a package comprising the three Hagnum light gun, sits genes and either a Spectrum + 2 (for £14°) Spectrum weraton of the Magnum and its genes pack will cost for £29°5 and you Anterad owners can pick up a similar package for £34°5°. There are no firm plann for other versions at present.

"But what are the games?" we hear you cry. Pick of the six has to be Ocean's conversion of

### GOLD PRICES PLUMMET II!

31 and Arrega owners aren't, being left out, either, Access fineur golfing simulation, World Class Leaderboard's to be on it shelves for (3 99 on the Kassas label, as are the best-selling fluonly moderately physbie! Out Run conversions. Sell, for ten cyild, it's better than a poke in the eye with a polined stick. Belleve is — we're tred it.

### STICK IT TO 'EM

With a title life that you may have guessed that this piace is about some joystick or other it focus would like to draw you attention to the here new stick pictured, fresh from the salubrious warehouse of De Galle Marketing Times of the grant of the salubrious warehouse of De Galle Marketing Times of the salubrious warehouse of De Galle Marketing Times of the salubrious warehouse of De salubrious and the salu

the range mad-dog, which goes under the whitzo title of The Quickopy V Superboard Number Five is kitted our with TEN microswitches, variable speed autofire AND a digital stopwatth with alarm, which will come in really handy, we're sure Price to this beast is £19.95

### VIRGIN ON THE RIDICULOUS

Those wody looks at Night are stall allow drugs then it on the contract which will see them producing a pure label on 18 per l



Operation Wolf, which, played with the Magnum, should be just like the com-op. The rest of the bunch are 8wlf's Eye (a ropey of license of the dart-throwin' qui game), Robot Attack, Solar Invasion, Plassife Ground Zero and Rookie. No, we've never

### THE HEAT IS ON!

Hewson, oxidily company that they are, are set or inclase Helsa. When is in 8 bit compilation of some of their Process." For America, Oxford of Spectrum parkages will all crossis of Nebalius. Preferri, Emarana. Zyngap and Nebalius. Preferri, Emarana. Zyngap and Nebalius. Preferri, Emarana. Alleylas while Spectrum and Ametrad owners get impossabati. Not a bad film op, oth. Alleylas while Spectrum and Ametrad owners get impossabati. Not a bad film op, oth. Alleylas while spectrum and ametrad owners get impossabati.



### rice for all cassette version

### MORE SPECGUNS Joystick manufacturers, Che are also hoping to enter the

are also hoping to enter the light gunlights sometime later in the year with their Terminator Cheetah are reducent about the plant, at present but they are shoping to produce versions for the Spectrum, C64, ST, Armga. Sega and Nintendo, and all at a lower price than the Sindlair gur

### GOLD PRICES

Lis Cold Sweet's half got some good chappes intending for members of the Skent Software. Purcers Society Over the next couple of months, you should be het poke ky above of Egypt's best eyer. Clé suff in the KNOV cleans and the supper he girregil ser all valuable for a mere 2,129 and claimst and the supper he girregil ser all valuable for a mere 2,129 and claimst and the supper he girregil ser all valuable for a mere 2,129 and claim set of the supper he girregil ser all valuable for a mere 2,129 and claim set of the supper he girregil service of the service form with the service form with



# **ENTHUSIASTIC FRENCH PRESS REVIEWS !!!**

CORRA SOFT has thoughton

the serving as clues go with

materplece. (...) A remarkable challenge for a very enceptional software.

SVM (Sciences at Via Micro)



URDERS IN VENICE is the very kind of production that

If I had to stop right here, I would say that MURDERS IN The only thing is that it is eve

belier than that

Vanise is threatened. The terrorists' ultimatum expires in 5 hours, fi's time for you to step in to defuse the

In the magnificent "City of Doges" (digitalized graphics) you'll meet dozens of people. Make them speak ! Unmask the guilty... Analyze the clues ! You will even have to make yourself e new face ! "Commedie dell'arte", high technology, masks, weapons, poison end worst of ell tourists,... these are only

e few of the Ingredients composing the new super-production realized by Bertrend Brocard. At your disposal is not only en exciting, graphic game, but elso an instrument that ellows you to progress in

your research; e reel "Organizer" that includes word processing, file cards, graphic tools, photo elbum... And to train you for the final part, the dejusing of the bomb, you have at your disposal an electronic wiring simulatori

INFOGRAMES LTD. Mitre House, Abbey Road, Enfield, Middsx, EN1 2RQ













# BUG REPORT

# ATARI ST

LEVEL:ANY WHAT HAPPENS: rashes within sighting range of

a mig or airport in NW edge of map (when in bombing range) NUMBER OF REPORTS SO FAR:

### SEGA WORLD SOCCER

WHAT HAPPENS: When you score a goal and the screen is scrolling between the one you're on and going up Sega advert boards appear and you stop

# DOUBLE DRAGON

WHAT HAPPENS:

WHAT HAPPENS:

Then you run to the top the screen and jump the fighter against you be becomes paralysed NUMBER OF REPORTS SO FAR: I

### RASTAN

WHAT HAPPENS: t you jump on the moving gate you are stuck there and have to re-

load the whole game NUMBER OF REPORTS SO FAR-1

### AMSTRAD CPC NIGHT RAIDER

WHAT HAPPENS fter a while lines of latitude on

After a while lines of latitude on map and certain objects in the cockpit go missing and things go

### NUMBER OF REPORTS SO FAR:1 RENEGADE

HAT HAPPENS t you try to mount an opponent when it is on the ground it resets

the computer! NUMBER OF REPORTS SO FAR:2 TREASURE IS. DIZZY

AT HADDENS

hen you get out of the tree-house it just stops suddenly for no reason NUMBER OF REPORTS SO FAR:1

RUNTHEGAUNTLET LEVEL BOAD TRANSPOR

WAT HAPPENS f you hit the other buggys your own buggy hurtles off the screen nncontrollably and crashes

### NUMBER OF REPORTS SO FAR: DRAGON NINJA

LEVEL:HIGH SCORE

on can't write your name in the I high score table so you can't eet back to the menu to start NUMBER OF REPORTS SO FAR:I

### OPERATION WOLF

LEVEL 4 What happens ust a head appears or half a heli-

### UMBER OF REPORTS SO FAR'S D. THOMPSON O. C.

Starts to load the next level but then screen cuts out and goes NUMBER OF REPORTS SO FAR:

### RURBLE BOBBLE

WHAT HAPPENS

The game just pauses one of dots or lines appear for no rea-NUMBER OF REPORTS SO FAR:

### **AMIGA**

DALEY THOMPSON WHAT HADDENC

### An address code error makes the game stop and you have to load NUMBER OF REPORTS SO FAR 1

SUPER HANG ON LEVEL ALL

WHAT HAPPENS rrow points that next bend is A rrow points that next benu is top the right but it's always to the left! NUMBER OF REPORTS SO FAR:

### OPERATION WOLF

LEVEL.END OF GAME
WHAT HAPPENS:
Even if all the hostages are alive
it still says all hostages are dead NUMBER OF REPORTS SO FAR I

### SPECTRUM OPERATION WOLF

WHAT HAPPENS: ometimes you find a flying ar-Sometimes you find a flying ar-moured car - then it just freezes NUMBER OF REPORTS SO FAR 1

### RENEGADE

VEL:SEE BELOW When lirst wave of baddies came I died pressed right key, then appeared at bottom of the screen in two and couldn't move. NUMBER OF REPORTS SO FAR I

### WAR IN MIDDLE EARTH

LEVEL:ON THIRD TIMER WHAT HAPPENS creen went blank, asked to start Screen went blank, asked to start tape - loaded picture of Sauron in hell, then froze

### NUMBER OF REPORTS SO FAR.2 MICROPROSESOCCER

Kempsion se empsion selection does not

### NUMBER OF REPORTS SO FAR.I OPERATION WOLF LEVEL: AMMUNITION DUMPS WHAT HAPPENS:

One of the men with the built tackets loses his head but his body continues to shoot NUMBER OF REPORTS SO FAR:

### I'VE GOT A BUG TO REPORT

NAME. ADDRESS

NAME OF GAME: MACHINE:... LEVEL BUG OCCURRED: WHAT HAPPENED:

SEND TO: BUG REPORT, C+ VG, PRIORY COURT 30-32 FARRINGDON LANE, LONDON WC2N 3AU

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# REVIEWS INDEX

### REVIEWS

SPECTRUM THUNDFARIRDS SUPER SCRAMBLE SIM MAHEL NINUA COMMANOO

C64 CHOSE CORAMNI F CIM BLOOOWYCH

MANELL NIKIA COMMANDO SOMBJACK II INFILTRATOR





### **AMSTRAO**

SUPER SCHAMBLE SIM NINJA COMMANDO

### ATARI ST

JAWS MR HELI STUNT CAR PERSONAL NIGHTMARE

### AMIGA

BLOODWYCH CONFLICT IN EUROPE

### C+VG HIT! REVIEWS SHINOBI

16 Brittlant kung-fu Ninje action from Viroln/Mastertronic. **S2** Weird, but compulsive action

BLOOOWYCH Simultaneous two-player role MR HELL 66 Firebird's tram conversion flies

CITADEL The best C64 came so far this STUNT CAR 76 A simply amazing racing game from Microprose that burns of

TWIN HELI This superb blaster is another PC Engine winner. PRO FOOTBALL 9B Stunning American football

**GHOSTBUSTERS** 100

### Bust some spooks with this mega Sega gama. PC ENGINE

SEGA PRO FOOTBALL

ARCAGES WILLOW DRAGON PREFO



# REVIEW

If you're one of those who enjoys indulging in a bit of colle-op vollence every now and again, you'll be pleased to hear chee Virgin/Maxentronic have just put the finishing touches to their conversions of Sega's Shinobil, a game of ninjas, kung-fu, throwing stars and poking baddles with sharp and pointy

ning studes. The reason for all this action is because the local arch baddle has lodrapped all the eNotine, and is currently holding tham hostage Beling a particularly wicked and scheming boodlum, he's distribured them all over his sole of town, forcing any potential hero to travel through all five levels of his hortzonsally scrolling patch before he can rescue the hear host travels.

And of course there is a hero
— you, Shinobo, black-garbed
niha person, who comes
complete with a repertoire of
kung-fit moves, an unilimited
supply of shurtlen bunging stars
and a limited supply of ninia magic
— a sort of super ninia smart
bomb things = "use in

emergancies c ly
The chief baddle might be a
wicked and scheming hood, but
he's also yaller-livered, and has in
his employment a whole army of
henchmen ready to do battel
with any petential good-guy. So
pop on your best ning espadrilles
and prepare to partake in some

serious chopsocky.
Within seconds of Shinobl starting his mission of mercy, the buddles attack with guns, swords and even kung-fu kucks and

# SHII

### BY VIRGIN/MASTERTRONIC

punches. A wall-almed lob of a spinning shuriken is enough to take out most enemy types, but some are tougher and require more than a couple of acturate hits before they expire

As Shinobi walks further into enemy territory, he encounters an upper walk-way which he can jump onto to avoid marauding villains — although sometimes they accack on the higher level

soo! Nippers in bondage (oo-er) are found scattered around the inducage, and these are rescued by simply walking over them. When, and only when Shinobi has rescued them all can be walk to the and off the level and duff over the guardian who stands over the exit. There's one of these at the

be destroyed before Shinobi can





S











enemy come thick and fast, but Shinobi is capable of dishing stars out at an ewesome rate - kill ell the evil ninias and an extra life is

At the end of the last level is the evil one himself — and Shinobi fights him to the death Defect him and Shinobi can go youngsters in tow Fall, and you e children ere history.

that counts, and while Shloobl fans are fully justified to moun about the graphics, they won't complain about the action. Americad and Spectrum

versions are greet fun, the former is colourful and slightly jerky, and the latter is smoother but less satisfy facts of the arcade machine

**IULIAN RIGNALL** 



The best version of Shinobi is

other useful items lying around which can be picked up by Shinobi and used to his advantage These include swords, extra rinja

Shinobi gets the chance to earn himself some bonus lives The screen is presented in first-person 3D, and the idea is to

sticking them with shurlkens before they come close anough to do damage to Shinobi. The

the C64 Excellent graphics, fast exciting and thrilling action game that's easily the best of its type.

The ST is e bit of a disappointment. The gamapley and tunes are true to the ercade cerrible and the scrolling is juddecy. Still, It's the playability

ST

UPDATE

The Amiga version will be available soon. Let's hope the graphics are better and smoother than the ST. THUMBELL

magic bombs, extra lives and super shuriken stars (brilliant for chucking et the tougher beddiesi. Entrances to the bonus screen are also located at points around 

7//////////////////////////////////////		27,99
Marine Marine Marine	SPECTRUM £9.99	Grotty graphics and jerky
	Colourful, fast and smooth.	scralling, but more than
	Every bit as playable as the	made up for by addictive
	C64 version Highly	gameplay. The best Kinja
	recommended.	game on the ST.
DUMBALL TOR	OVERALL 85%	OVERALL 79%
NAME OF TAXABLE PARTY.		
(11111111111111111111111111111111111111	111111111111111111111111111111111111111	((()(()()()()()()()()()()()()()()()()()(

SPECTRUM £9.99					
Colourful, fast and smooth. Every bit as playable as the					
C64 version Highly					
recommended.					

s playable as the Highly fed.	made up for by addicti gameplay. The best Kir game on the ST.
11 BE%	OVERALL

ı	C64	£9.99
ı	GRAPHICS	85%
ı	SOUND	84%
l	VALUE	85%
ı	PLAYABILITY	88%
	An excellent version	of







He's here! YOB! The letter answerer that makes all the others look like complete and utter dipsticks. And you'd better agree otherwise you'll get a smack in the mush, if you've got anything to say, be it witty remarks, stupid remarks, questions, answers, advice, complaints, jokes . . . or whatever leven cartoons or pictures), send 'em to YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE. LONDON, EC1R 3AU. If your letter is utterly fab, YOB'll send you a stonkingly brilliant T-shirt and some software for your computer.

July's issue (with the nusement arcade on the from cover) out on the 15th of June to the 16th of June (2015) as it will take me at least this long to save up £50,001.25 Stephen Fifield, Landon PS Let it be known that I was the 4,677th person to complete st Ninus II on my mate's C64. YOB: We-a-cil . . . airight. But you better start saving your pennies right away. Oh, and congratulations on that wonderful Ninja if achievement. You've a

### MERS MANE THEY COME

Dear YOR I have an Amstrad CPC 464. but what about less popular computers such as the Acorn Electron, the BBC and the Dragon as well as the old Atari XI. and the Sinclair ZX80's and 81's

I know software companies do not make many games for these computers but you could review old games and tell us where to get them from. Andy why, tell us why do you only review full price games and not any budget games because I and many other computer users cannot afford the £8.99, £9.95 and £9.99 games. James Clark, Doncaster, South Variethme

YOB: Atari XL's are still going fairly well. although we don't get much softwara sent in to the mag japart from the brilliant Encountar this month). I'm sure nobody wants to read about boring Beebs, dead ons and ghastly ZX80's and ZX81's, do they? However, in future issues, we might run a series of "Whatever ppened to . . . features — It could be funi Wa do review budget games.

READON REACH Dear YOB. Could you please tell me where the headquarters of Beyond Software are, and do you know when The Eve of the Moon by Beyond is coming out? K Denny, Saltcoats, Strathclyde YOB: Beyond were ought by Firebird, who in turn heve just been ought by Microprose. I vouldn't hold your reath in anticipation of Eye of the Moon if I ware u. You'd more than likely turn puce and exploda.

### YOUTHS SO SMESELY

Dear YOB. You really are a smeggy glo aren't you. You take the p out of everybody that writes in You'll probably cuss me down but I don't care, you really take the biscutti Just start being nice and writing informative replies or I will deem Mailbag extremely unsexyl Mark Newman, Beckenham.

YOR: Whan I get interesting letters, i'm nice. Whan i get crappy scribblings from idlets like you I'm not. So shove

### SYWITY SPIRITS Dear YOR

that's picture of you writing on the wall on the mailbag page. If so, I love your haircut — it's a bit like mine. Spikey people have more fun, know what i SKWEEK, Paris, France YOB: That "picture" makes mockary of my handsoma features, But I do have spikey hair and nk that spikey peopla trains that spirity people do heve more furn, aithough I'd draw the line at sticking a joystick up my burn. Obviously you enjoy it, judging by tha ession on your face!

### BRAINSTICK COMP

Who designed the Brainstick it has real visual impact. Even if it doesn't work, it would sell and if your guilible readers are stupid enough to write in about a Kempston Spectrum joystick interface tied to two suckers from the bottom of a Quick-Shot II with a piece of wire, they'd buy this - just to Impress their friends (the ones who are deverer didn't write in to avoid embarrassment). Simon Lewis, Herne Bay, Kent

YOB: The Brainstick was a product of the fertile minds of Messrs Rignell and Glancey, and was made from various chips and circuit boards ripped out of a load of redundant printer interfaces that were tying around the office. As a gesture of my supreme generosity, i'm offering the Brainstick as a prize in a one-off YOB maga-competition, All you have to do to win this fabulous priae is write in with your favourite lokes. The best lokes will gat

printed, and the funniest of all wins the sender that marvel of modern technology, tha shirt. Send your entries to

Brainstick, and a C+VGT the above address, and mark your envelope "I've got a Joke for Tom O'Connor".

### SOME MEX WHINCES

Dear YOB. I have just one complaint about

your magazine and that is you don't include people's computers like mine I have an MSX and I reckon you should have something for us in your magazine because there is nothing for us in magazines. I might have to sell my computer because there aren't marry

I know if you included more stuff for machines like my computer you would get more readers. But to finish off I must say your idea of posters was excellent I lave the 3D paster you put in this months issue it was fab

Paul David, Stanford Le Hope,

YOB: There's not much happening on the MSX scene at the moment, but if somathing exciting happens, we'll cover it

### MOTHE MACY THE BATE

coverage whatsnever in your magazine - It's just become a waste of money it is a great 'zap", "ping", "shoot" and

I would like to ask Julian him to print some tips on



I notice a lot of coverage an

be on sale at the next Oric

Against Software Theft) should

# Dear VOR

hone you like it.

YOR: What a brilliant letter | Laugh? | did --leng and loud. Have a highly original and entertaining prose, i heven't got any Oric tware to send you, I'm afraid, but if you've got machine, write in and tell me what it is and i'll be only too pleased to send

### MADE ON PC FACINE

I am writing about something you may feel is a lattle boring to mention at the moment, as you are probably run down with letters about the ... you guessed it, the PC Engine I do wondernus martine as is good. as everyone is saying, how is it that it only manages to get three or four pages a month at the back of C+VG. Surely more information than this you must have in your little mitts after Something else I would like

to mention is do you think there will be a PC Engine top 10 selling games in your mag. when it gets off the ground a little bit more. Please answer. these questions. I would be

R Barrow, Sunderland, Tyne and Wear YOB: At the moment in

the UK, the PC Engine user base is very small. and supplies of games everything that's happening on the PC Engine - and sometim there are quiet peri like now, When NEC finally launch the Engine here, and the user base Increases and games become easily available, we'll expand Mean Machines. So as long as you keep reading C+VG. you'll know exactly whet's happening on the consola scane,



# BIG GAMES >>





# for the small screen



You step over the slippery remains of your workmates' lunch, burl your spanner of a menacing shadow, and curse the day you became a bigh steel worker.

The sixth floor is complete. The huge crane delivers the next girder, just as a brick smashes into your hard hat. Things might not be so had if you could just find your sandwiches.

Can you overcome all obstacles and dangers confronting you to tower above the city streets below, or will you end on suiattors the pavement like camberry jam?

Almost unheard of: A completely prismal areade same that will keep you booked to your computer for bour upon hour of

Terrific graphics, sampled sound and a great sense of humour make HIGH STEEL one of the best new games in ages.

NEW FROM SCREEN 2





	JA	LAWS		STEIGAR		HIGH STEEL	
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It's small. It's buy, It's even moduum sased. What is it's Hahi It's the Incredible Shirikung Sphere, pumie game extraordinaire, Roll trough small gaps in the landscape, then morease your size and truck along like... like... e., something very big and round — Garry Williams' stomach for example! And you can save yourself so even quid on the ST version by byong it here.

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IT'S ANOTHER C&VG SUPASAVER



# PLAYMASIERS

If you've get any hinte. tipe, POKEs, meps, or enything you think could be useful for other computer gemes players te know, eend it in to me: PLAYMASTERS, C+VG, DRIORY COURT, 39-32 FARRINGDON LANE, LONDON, EC1R SAU. II your tips are perticularly good, you could well win a glent-stand parcel of the letest hot software ler your mechinel This month, Jeffery Neyez of London coma himaeif e megabag of a oftwere goodles for sending in the Kristel tips (where's Aliatair?), end so does Steven Taylor of Chesterileid, for sending in tona of 8-bit tips. Next menth It could be VOU . . .

### SPECTRUM GRYZOR

Here's a bally useful flp from Steven Taylor, for the 46k version of Ocean's coin-op-game. First of all, go all the way through level one. Die on level two and press the firs button twice quickly and you get infinite lives.



# MULTIFACE POKES

Yeo, it's time to atuff that Multigob into the back of your Spectrum and pet POKEIng. As ever, load the game, press the red button to freeze the sction, type in the POKE and restart the game, Thanka to Steven Taylor of Chesterfield for asnding sil theas . METROCROSS POKE 44490, 12 (for Infinite time) ROAD WARS POKE 43059.0. POKE 43078, 250 (for 250 bells (fnar, fnar)) ARKANOIO 128K- DOKE 37586.0 (Infinite bats) BEOLAM: POKE 30037 0 POKE 39710,0 (zillions of Ilves) RASTAN 128K: POKE

3710,0 (infinite Rastana) 3710,0 (infinite Rastana) 310E ARMS: POKE 29411,127 (loadeallives) GRYZOR: POKE 34477,255 (unlimited dirayars) FARELY: POKE 44957,255 (infinite filias) 33606,127, POKE 34487,127 (infinite filias) NYSYERIA: POKE 44527,201 (go completaly

NYSTERIA: POKE 44527,201 (go completaly hysterical) PSYCHO SOLOIEM: POKE 40123,0 (Inflinha Psychoa) BOSCONIAN: POKE 33848,0 POKE 33848,0 (unlimited Bosconiana)

### **LED STORM**

S Harddiger of Malhax has e uses high for players of this Spectrum conversion. When the count down has finished, collect a few points, then press BREAK twice. The border goes green, and the game aborts. Press lite and the game atarts again and you get a 300,000 points bonus for your pains.

### TASK FORCE

Here's snother S Harddiger tip. First of all define the keys as C, M, E, A and T, end then redefine them again normelly and you'll find that whan you start the game you have unlimited lives.

### SKATEBALL

If you want unlimited lives, ell you have to do is to typa TINY on the title screen. And lihers you have them...

### XENON

Okay, Xenon playera. Try this S Handdiger IIp if you want an infinha supply of apaceships. Start the game as usual, puse by pressing the BREAK key and hold down the keya TIMY and then preas fire. An unlimited eupply of ships is yours for the usin and abuain.

# C64 SAMURAI WARRIOR

Steven Taylor again, this films with a neat cheat for Firebird's ninja Rabbit game. If you want infinite energy, aimply type HHDSFHHH on the score table. The border flashes end a figure eight appears. If you get bored and want to play the game properly acain, just type HHDSFHHH.

### THUNDER-BLADE

Some of you have been asking how you reset your 64. Well, the best thing to do la buy e reset switch they're about 95 and are available mail order from verious outlets (you'll have to search the ameli ada I'm afraid) and all some specialist computer shops. Alternatively, you could buy something like on Expert Cartridge or a Fastload. most of which have reset switches. Again, check out the ada, If you've got a C128, just load the relevant game and press the reset. button on the side of the machine while keeping the Commodore key depressed. So now you know. Anyway. on with this particular reset POKE, which was sent in by Steven Taylor of Chesterfield. Load the game, reset the computer and typa POKE 4159,250 (RETURN), Now type SYS 4096 (RETURN) to resturt the game with 250 choppare

# (chortle, chortle).

A simple cheef for not-sotough Rambo people. Type REHEGADE on the highscore table, then press 1,2 or 3 on the title screen to see 5 any of the three levels.



### MICROPROSE SOCCER

Now that Microprese Seccer is out on all termsts, we thought it's high lime we printed the definitive tips for this ple's bledder-kicking geme.



X runs and intercepts the ball, passes it to X, who collects



Player runs with ball centrally and banana-kicks it into the net.



Goalia comes out, the player runs diagonally and bands the ball around the oncoming keepar.



This is a tricky move — the player bansns-kicks the bail at the goal, and another player rushes in and volleys it between the uprights.



Playar runs out of the crowded area, turns and bends the ball between the posts.



# GAME TIPS

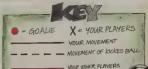


A corner gets taken, the ball le kicked out, the player runs



Ball is passed, X collects, runs diagonally into the box and banans-kicks towards the goal.





MOVEMENT. MOVEMENT OF KICKED BALL BY MHER PLAYER

When starting, It's best to select the Microprose

The controle end opposing teams. As you gail better, the most interesting selection la the World Cup, with its wider veriety of teams. It you're a beginner, setacl two or four indicates on the control benk—as you get better, go for its minutes on the control benk—as you get better, go for its minutes on the control benk—as you get better, go for its minutes on the control benk—as you get better.

### POSSESSIO

Once you've selected the ball, it's wise not to keep he of it too long or you'll be tackled. Use passing play by kicking it diagonally acrose the pitch from one player to

A good tactic is to chip the ball over en opponent, or group of opponente, and run through them end pick up the

group or opponente, and run through them end pick up the bell egein

Bit you re playing e low seed team (eg USA), you can

assey to retrieve the ball

When you re pleying high seeds like italy, you should been the ball mouths by continued people.

### OAL KEEPINO

you instantly dive again when the goate gots up.

When an opponent is approaching, run towards him a narrow life angle. If the playor kicks it all the keeper, he

GENERAL

Whenever you benena-kick the balt, bend it swey for the goalie by using the diagonals

diestances

If you have the ball in your erea, stand by the dead ball

line and the opposing player tackles you and sends the bout of play and you're ewarded a goal kick

heve run up tha field before you welly the ball.

Long passes directly up the pitch cut down the chances of you being tackled

# GAME TIPS

AASSING AND LAWFA AT the start of seach world, you only have anough manna to raise and lower land. Use it southly start of seach world, you only have anough manna to raise and lower land. Use it southly at the stage. Your southly at the stage. Your southly and sowy, the sapecially careful on less worlds, and only latten land near to your original desilings or same and the same way quickly. Reposition your Ankh or same your ido from the same, you ido from your dollowers this on all equilibrium or same your ido. I would be same your ido from the same, you ido from your dollowers this on all equilibrium or same your ido.

ARMAGEDDON: As it implies, this commands all implies, this commands all implies, the middle of the map and acrap it out to the bitter end. If you can plant awamps in front of your enemy's followers, you may win even if outnumbered.

SWAMPS: Property the Godly options. The awamps are mainly an offenalve option. They can either be shallow (where they fill back somsona drowne ) or bottomiass (where they continua to be swampe drowned). By using swar tactically, you can considerably alow down against anemy knights eutomatically avoid swamps, you can place a him and vanguish him. Another extremely effective enemy's idol with awampa thus preventing him getting a leader - If he has no leader, be cannot make a

# ST POPULOUS

Calling all Gods and Goddszass. Pay a little divine attention to the tips from God Mark Karr, whose hazavanly retreat is in Newcastis. Not only do these tips work on the \$T, they're also lotelly relevant for the Amiga. So there.



GENERAL ↑

Try to se as intre macine
possible at the start of
the name

Keep an eya on your shemy a movement.
 Kasp lo small settlemail
 if you have lots of

lowers and radus! y
If d up the size of
sottlements, (the biggsr the
ttlement, the more menult
oducus)

If attacked by an enemy

oduces)

If attacked by an enemy
hight, try not to attack alm
ling y = r followers, as it a
auaity a tutile gesture. Use
awamps or the influence
cons in guide were

mil avan ually tire and be defeated.

Try and avoid using too many earthquakes you eventually and up doing more harm to yourself than

The way to gain points it to build as many settlements, craste many knights and increase your poputation to its limits
If you use Armageddon your points total will be much lower, as all



EARTHOUAKES Three have his affect of fitterain, is and in the close-up area. It can be used affect of the up area of the bear of the close up area. It can be used affect or defendive section. If you are hit by an earthquake, it can destroy all settlements in the area, but they can be questly excluded the same for him. If we have concentration of dwellings, any our can reduce the rate at which his manna is buildings.

KNIGHTS: These are the most distructive of your voillowers. They aimply invade service, fight anemy followers and burn down their dwellings. They are very difficult to destroy. One way has already been outlined above (see wampe) but if water is fatal, you can aimply lower the land to see lavel before the

fatal, you can simply lower the land to sae lavel below their feet end destroy them. Knights can win or lose the game for you, so be awarr of enemy knights creeping late your serritories, or the flight could be over before you realise MI!

VOLCANOES: Again, these can be used either defensively or offensively They relse the lend of the closs-up erea, destroying any dwellings altusted there.



# AMIGA RUNNING MAN

If you bought the rather disappointing lice nos and are having heasts datasting all the baddles, try out these tips from Mark Stanning at Brighton — Ices he has all the answers year re tooking from These high ware sent in for the Amiga aversion, but I don't as any reason why they won't work on other varsions. Give 'arm a whitz: . . .

I EVEL ONE: Whenever you want to less onto a pietform. just run and jump, if you're having any problems with the dogs, (ual kick or punch them (I think the RSPCA aught to he ar about this - JR). The best way to dispose ot a canine is to stand effil with fire button held down, and then pull left or right, depending on the direction of the dog when II comes within kicking or punching range. Knocking oul a pooch rewards you with a little extra energy - useful. To lump the craveese you must run end lump. To echleve this simply run towards the steps, jump up and run backwards and forwards, (until you are confident) and lump between the IIral two black slents. Keep pushing the lovelick up disconsily, even when jumping, and you'll immediately lump a second fime when you land on the middle pietform, and clear the obstacle. Once you're safely scross, keep running and lump the dogs - henging around to kick them could mean that you get hit by an exploding puck thrown by the first beddle. Subzero. Try and svoid Subzero and the dogs until you reach the camers at the and of the level. Here you'll notice Subzero hee to turn around as it is the end of the acreen. Welk a little away from the camers and weit for Subzero to appear again. When he comes streight for you, expect him to fire a puck so jump straight up into the air and he runs behind you. When he turns around he won't have doe to fire another puck so . kick or punch him as he comes towards you, and if you're pulck you can also kick him as he poes peal you se well. Keep doing this until he dies.

LEVEL TWO: Run sions and jump onto the boxes. avoiding any dogs when running. The dogs cannot climb onto the boxes, so you ere safe here. The brick In not much use, so it's wise not to pick it up. Crawl through the rusty pipo and over the boxes. Run sloog and you encounter Buzzsaw. Be careful here, es there are loads of dogs mersuding around, You CAN'T Jump over Buzzsaw when he is siming the eaw at you but you CAN jump him at other limes, elthough this is not wise. The best way to deal

with him is to whop him with the lead pips when he approaches you. As soon as you hit him (or mise him) get to crewling position and crawl nest him, he cannot hurt you if you're crewling - but welch out for dogs. which can. When be's standing over you (while! In crawling position) he will run in the opposita direction to you. Al this point stand up and with a quick flick stand in his direction and as he runs towards you, hit him with the pipe end duck to the crewi position. Keep hhting and crawling until he in dead

LEVEL THREE: Here you have to tackle Dynamo, who's

the herdest opponent of all. First you'll find a dog either charging at you or hot on your heels. Run to the blocks and jump up and over. There's a medi pack just past here, so pick II up. Run past the first light builb and then start walking. Dynamo appears near the second light bulb. As soon as he appears, he fires at you. You can duck to svoid these electrical bursts, but he can also fire at crawl and ducked height so well. The ONLY way to kill him to with the club - kicking him merely gives you an electric shock. To reach this club takes dine - This is because every fima dyname sees you he fires an electrical boil at you. To alon him doing this, and to reach the club, simply walk away from him when he first appears, just about 4-5 paces, turn round and run back at him. He should be in his car which you will be able to jump over. If he's still there don't worry - just walk a couple of extra pecse away from him then run towards him again and he should be in the car. Jump over the car whilst running towards the club and the car will go pael you. If doesn't take long for the car to turn around and come streight back at you. At this point you'll have to judge for yoursell at what point you turn around and jump over the car again. Run towards the left of the agreen 4-5 pages as before to stop him getting out of the car and firing at you. After a law paces, turn around and run again to the right of the screen, jumping over the car. You will have to keep doing this, beckwards and forwards, jumping the car and any dogs which you find. When you reach the club, pick it up. Dynamo appears again and fires at you. Ouck the electric bolt and then as it files above your head, stand up and walk one pace towards Dynamo. He fire a again, so duck and as the boit is above your head stand up and walk towards him. You need to gst fairly close to him - he fire a in predictable bursts - and when you're within striking distance he welke peel you end turns around and fires use this opportunity to club him from behind. When you are at the right distance from him duck when he fires, stand up. hit him once then duck (not too soon se il will result in him firing at you in a grouch position). Timing is essential when he fires egain, stand up, hil him and prepare to duck. After a few blows he will vaporise in a flesh of light.

LEVEL FIVE: This is fairly

straightforward. Run to the right of the screen, evolding dogs. After running through a building you face one of eeven ermed guards who race towards you and fire. To avoid the bullets, crawl - don't duck. They fire one builet at a dme so there's plenty of time in between each builet to kick or punch them - three or four well-simed hits is enough to kill them off. Avoid the does and keep going. When you find a medi pack, pick it up, and greb the gun as soon as you see it. To operate this use the punch movement. By using bullets and kicking the guards you will get to your desdnadon - Killies. Jump onto the blocks and you will see him. He doesn't fight back so just kick, punch or fire at him and he spins around and walks beckwards and finally he falls into the contrapdon and is launched down the tube. You will see him bounce across the floor and smesh into the poster. And that's the and, Feb. eh?

# GAME TIPS



LEVEL FOUR: Start running to the right and avoid the dogs. Don't use the brick - the shield is the object to go for. Keep going until Firaball appears. Ha Instantly firee at you, so drop to the crawt position and keep going towards him. He cen't hurt you whan you're crewting - but you do have to watch out for dogs. As you approach him he starts his jat peck, so atand up and kick or punch him to inttict damage. Keep running towards the shield. and when you see the flame, don't duck - Just crawl. When you have reeched the shield, pick it up and face him. Any of the flames almed at you axtingulah when they hit the shield (fo operata the shield press fire hutton and hold it laft or right). As he gets closer to you he tires into the ahleid and it detiects back at him



### SEGA SECRET COMMAND

Ace Sena player, William Sutherland from Edinburgh. has revealed a juicy tiplet for players of this tight our game. From lavels three and onwerda you can continua the game (atthough you must select a two-player game). Just toggle the joypad left fo right while pressing both the butions when your game and a

### RAMBO III

When you reach the and of isvet baddla on level D, keep port ons. During the bonus firing in the middle of the screen and bung your granade at the three mini helicoptera to finish fhe screen without hansle

harder. Go up to the horizontally acrolling bodyguards and press both buttons at the same time very, vary quickly, then take out the baddle. Whan you're attacked by Lobefer, goed him into using his sword, then lump and fire at him. Keep on doing this mova until he's destroyed. The Evil Ninia certainly is. When he is on jump kick/punch mode, keep jumping him and when he is in a cornsr kick, punch or fire at him non-atop.

mortal coll. Mandrenara la

### ROCKY

Plug your rapid fire unit into stages (punch bag and ball) keep your tingars on both buttons, and you'll build up anough power to be able to defeat Drago quita aasliy.



### SHINOBI

it you're a bit crep at this excellent Sega convarsion. have a gander at this edvice from William Sutherland and your performance ahould improve no and, especially it you those fipa are used in conjunction with last menth's map, When you reach Ken Oh, jump at the back wall when the flames appear, then crawl or walk underneath tham, jump and fire at his eyes. Besting Black Turtta is a piece of pl...ar...oeke-just jump, fire, jump, fire and so on until he shuffliss off this

### MIRACLE WARRIORS

Mark Oxley of Barnalay has soms useful advice. To find all the keys, go round the large desert on the bottom left hand aids of the map. Presa the number two button and a menu appears on the top right hend alda titled "SPELL". Key in tha right apell (hint - tha one you havan't used yef) and you find yourselt in a cava aystam. When you find tha chest, open if and you are be confronted by a

quardian. Defeat it and you

will be granted with one of fhe three keys (Heaven. Farth or Hell). Keep doing this until you win all three keve

# SAFARI

Safari so-goodle! Wall, it is when you use this Mark Oxley tip. When you shoot the penther or any other wild animal, keep ahooting at it to gain aven more bonus points (a rapid firs unit will make it aven easier).

### SPACE HARRIER

When entering the special command (aound), key in 7437481 and you will receive a anecial message.





### **BLACK BELT**

Atter the opening titles, the screen fleshes blue for less than a second. Press reset and you will be awarded with infinite lives. You know you have achieved this, 'cos the beckground at the beginning of tavel one will be a bit mucked up. But dinna worry tho' - just get kicking those kung-fu baddles.

# GAME TIPS > C64 AMIGA

### ROCKET RANGER

C64, PC and Amiga owners (and eventually ST owners. when the game finelly arrives on this format) ahould find the bettle against the Nazla far easier when they make use the fine sent in by Stenhan Wranch of Warrington, Chashirs.

First of all, go straight to the war room - lonors tha Zeppelin for now. Collect all five aganta so that you have all in reserve. Place your agents in the countries aurrounding Europe -Algeria, Libya, Egypt, Mid East and Ausela, This abould now contain the Nazle In Europe.

Whan you've done that go to the Zeppelin and try and rescue the Barnstoffs. When you'vs done that, go back to Fort Dix, and the agents should now be ready to report back to you, as they have now infiltrated their countries. Raad the reports and get them to organise resistance in thair countries, if you are lucky this will contain the Nazia.

Now try and find the Nazi hasa, because you are going to need it when you collect the five rocket parts. Nine times out of ten the base is in Peru. The desert bese is usually found in the



Congo or Kegya Go etraight to the Zegpelin factorias, camps and bomb and airplane factories because you have not to ksep Nazi efficiency st a minimum to give yourself chanca to find the bases and rocket parts.

In the course of the game the Zeppelin will appear on the screen again - you don't have much choice but to go and reacue the Barnstoffs because if you

don't. Lunerium prod will be incressed The first time the Zappelin

appears, you can't blow it up because you're too far away. The second time la tricky but gets a bit easier with practica -- you have to try and shoot the gondole whilst avoiding the missilee The best thing to do la wait for a gap and about sither one or two ahota - a looss

ehot will blow up the airshin Whan you get it right a green flash comes from the beck of the Zeopelin, followed by machine gun fire, "Great ehooting", you're told, and Barnstoffe.

If it's the first time you'ra in the Zappelin your rapiles. ahould be: Loosen Up Dollface, I like your etyle, I oughtta teech you. I took use some help?

it it's your second fime. say: I'm glad to see you too, Liust want to help you. Can

you use some help? On the third time, eav: I'd be happy to leave, I just want to help you, Can you use some help?

When you give the correct replies you will take the Barnstoffa beck to America.

Fighting the guarda takes a bit of practice, but try and persevere - the first three are relatively easy. The fourth and fifth are very touch, and the best way to dsel with them is by continual jebbing at the face, with uppercuta to the faca whenaver possible. Body ehote are no good, it he hits you, push the lovatick up as this prevents him from hitting you with multiple blows. After about three punches try and jab or uppercut him because ha'll hit you with a body shot if you don't.

Taylor of Chesterfield has a waggla loystick -- you don't avoiding cocks and alliv

doosn't say whether they



### LAST NINJA

# DRAGON

leval and it says "Rewind tape", don't. Just leave the tiniah the lavat.



"I cracked the games, because I wanted to be the number one, too!"



CBM 64 £ 9.99 C\ £ 14.99 D Atori ST £ 19.99 Aming £ 24.99

# GAME TIPS AMIGAST

### THE KRISTAL

The following hints should be useful to env of you who ere still trying to get to grips with this epic geme. You can thank Jeffery Haves of Lendon for all this help...

Right, first ot all, tind the Begger end give him the skringing twice, and then accept the pommel. Now wander off and find Gloop. end sek him "What do you do?" Accent the Invitation

that he offers. Go to the palace and tell the Guard "I have an invitation". Enter the Pelece end walk post Nedrod to the Kring, Accept ekringles, Maet Princess and say "It's

e secret", and then accept the Ring of Belz. Go to the markst square

and pick up the acroll and frandense from Sereens. who is tound there, and use them for strangth, Give charity to the Butler, Go through the green door. through the centra erch in the epaceport end then enter your ehip.

Select the top Icon Ior Zapminols and take off. When you're treveling in epece, the best thing to do Is decelerate and keep the anamy se tar eway se possible (but not out of

renge) while shooting them and their bullets. As soon as you have disposed of the first attack wave, accelerate towards the small planet but slow down as soon es a

fresh wave appears. Continue this process until you reach your destination.

When you land seek out



Give charity to Maleger end go into the Kring's Head, Buy Greigs and Fleetonchipe from Venkor end use them for etrangth, then go to your room unetelre and listen to your

radio. Now return to the ehin

and travel anywhere. Follow The Blue Scorplon through the menic ring. After Redhead and the Princese heve passed, use the Ring of Belz. The ring will not work if the scroll le not in the inventory.

Now ask Malvelle "Where em 1?". Accept the Belt of the Coleoliel Sloters, and you'll return to your ship eutometically.

Select the Icon for Magno and go there - you should know the tactics by now. When you are reisseed from the Brein Cell (you must have enough psychic points), you have to find and kill Redheed in a final eword fight (you must have enough strength points). Contront Finn Shadok In a peychic bettle - he'll be detested if you have the Paychleorber in your Inventory and you out-shoot

After you have dispatched Shedok in a paychic battle. enter the door which will not be open and watch the tinele. You have gone with the flow - so there!

hlm.



Aunt Polly and eak her "Who are you?". Accept Multinen Pick up the Heelpro tabs outside the



Kring's Head and return to your ehip the way you came

Select the Icon for Glysta, end using the same tectice se before, head for thers. When you reach your deetination, pick up the Paychleorber and angege in e tew eword fights to geln experience.

Go back to your ship and select the Icon for Fettine (egain, use the same space Hying tectice se before). When you get there, use the Healpro Immediately end find the Sword of the Spheres, It's useful to note that the sword can't be picked up unless the pommel is in the inventory. Practice some more

sword tighting and return to Zapminois. Find the White Pirete and give to the Miholen Children

# CAPTAIN

DARK DESTROYER THE FIEND WITH A SEVERE PERSONALITY PROBLEM IS TRYING TO DESTROY ALL THE GAMES SOFTWARE IN THE CITY ....



NO MORE FUN MEATHEADS



HOLD IT RIGHT THERE SCREWBALL

CAPTAIN LIGHT YOU BRAINLESS WIM

SO IT WAS A BIT BELOW THE BELT, WHO CARES? ONLY TROUBLE IS HE'S DESTROYED ALL THE GAMES SOFTWARE



HEY, WAIT A SECOND THERE MIGHT BE ONE GLIMMER OF HOPE ...



CREDIT CARD HOTLINE: 01-741 8989

EARLS COURT LO

# IGH SCORES WWW.

**Welcome to Tha Playmasters** Highscores, the Official UK Computer Highscora table. where top video jocks battle to get their names and scores on the table. If you're a mean games player and have some hot highscores - on old or new games, it doesn't matter - send 'em in on a postcard or on the back of a sealed-down envelope (don't put them inside the envelope as it takes vonks to open 'em all) to: PLAYMASTERS HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU, AII top scores are included in the table to give you the definitive highscore reference table.

MARGOR

KEREEIOEH

MY REBO

Co Down

OUT BUN

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11 773 030 6

4.725.410 Simon Fletcher.

53,730,420 Allan Black. Desborough, N hants

65.242.300 Paul Stoksa. Aberriare Water

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RESCUE MIESION 571,400 Psul Stokes, A

1,081,700 Gavin Little,

Edinburgh EECRET COMMANO

3,285,400 Paul Stokes.

Aberdera Walse

SHINOBI

116,100 P Hudd, Stroud, Glon

SEGA

ACTION FIGHTER 1,096,930 Paul Stokes, Aberdare, Wales AFTERBURRER 4,864,000 Allan Black oh. N Hante ALEX KIDD (LOST ETARE) 110,600 Peter Ramdina,

AZTEC ADVERTURE 256,400 Peter Ramdina, BARK PAHIC 802.650 Sherif Salams, Egypt BLACK BELT 850.100 Darren Louch.

BOMBER RAIO 799,100 Julian Rignall, C+VG DDUBLE DRACOR 431,990 Martyn Owen, Oadby.

FANTAST ZORE 72,865,100 Peter Ramdine. FARTAEY ZORE II 9.541.980 Jon Evans, Walsell OAHOETER TOWN

154,050 Jonathan Dushalko, Pinner, Middx **GLDBAL OFFERCE** 436,430 Psul Stokes, Aberdare, Weles

849,450 Peter Ramdina SPACE RARRIER 29,998,720 Jon Evans, Welsall White

EPACE RARRIER 3D 12.035.670 Allan Black. Desborough, N Nanta 2 588 000 Nicholas Joy, Market WORDEBROY ORETERLARDS 657 180 William Wood Chapel, Stockport 352,100 lan Noughton, Buri

NINTENDO 999,999 Lee Watkins, Brist 326,320 Lee Watkins, Bristo GRACIUE 12.670,000 Julian Rionall. PRO-AM RACING 265.388 Mike Carless, Exeter EUPER MARIO BROE 9,999,990 David Hillhouse. TOR OUR

151,000 Leigh Bsigent, London PC ENGINE:

ALIER CRUEN 79,080,400 Onn Lee. CHAR ARD CRAR DRURKEN MAFTER 999 999 Tony Lorer ORAGON EPIRIT 640,000 Robert Zenoeria. FARTASY ZORE 124.300 Duncan Terrett.

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973,300 Onn Lsa, Nottingham EOR EOH II 208,300 Dave Rose, Boreham FPACE MARRIER 175.114,500 Days Rose. TWIR BELL 938.700 Julian Rignall, C+VG VIOILANTE 18,520 Duncan Tarrett.

B.TYPE

Chaltenham, Glos C64 ARKAROID 357 400 Brian O Dowd N ARMAI YTE 30,367,400 Danny Gleghorn,

BOMBUZAL 117,330 Stig Serjerson, Noming, Denmark 1.244.650 Richard Wyatt, Pontycymer, S Wsies 4.000,150 Richard Wv.





# **IIGH SCORES**

Pontycymer, S Wales DALEY TROMEOR'S CNALLER OE 10,260 Tony Repo, Helsinki DRAGON NINJA 73,375 Robert Metcalf. don. Oxon DNEAT OIANNA EIETERS 91,580 Stig Sejersen, Herning, 308,000 Roberto Sporkslede. LAET RIBJA II 999,810 Tim Pickup, Derwen.

OPERATION WOLF

589,940 James Paul

Bridgewater, Somersel

PACMARIA

426,259 Eelco Hoogeveen

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118,350 Daniel Yve, Brighton

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**AMIGA** 

12.383,910 Stephen Watson Derlington, Co Durham DENANIS



307,950 Danny Gleghorn, Worksop, Hatts KALAMARDEN 240,900 K Mackey, Marse, Mette TRUNDENNLAGE 1,400,000 Brian O Dowd, N

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STI ALIER EYNDROME 936,800 Andrew Stamp, nouth, Hants 730,390 Julian Rignall, C+VO ARKAROIO II 353,330 Daniel Yve, Brighton 1,450,800 James Boyd, London EEY ONO THE ICE PALACE 13,300 Deniel Vye, Brighton NLASTEROIDS 1,220,800 Julian Rignall, C+VG 523,220 Homesa Spencer Redditch, Worcs SIDE ARME 2,050,800 Stu. Melton Mowbray. EPACE NANNIEN 4.919.000 John-Paul Brazier. ETARGLIDER II 246,964 Stephen Otlay, Leeds ETAR WARS 1.712.259 John-Paul Brazier. EUPEN NANG-ON 30,142,858 Kenneth Ritchis, 476,100 Stephen Otley, Leeds 642,000 Zico, Aberdeen XENON 1.755.890 Andrew Stamp Portsmouth, Hants

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Deaborough, H Hants EPACE NANN1EN 7,566,680 Altan Black Desborough, H Hants ETAROLIGEN II 385 A92 Keyin Ortfithe FUPEN NABOLOB 22,118,682 Richard Shaw, EWORO OF SODAN 355 750 Carl Retay Woo TEET ORIVE 37,072 Khaled Issa, Sharjah,

TEET DNIVE II 81,230 Khaled Issa, Sharlah,

**SPECTRUM** 59.555.000 John Bristow, Erith Kant

DOUNLE DRACON 112 DAN Robert Preston rley, W Rida ORACON NINJA 938 000 Paul Bristow Frith 1.643.290 Robert Preston. Warley, W Mic LAET NINJA II 246,870 Robert Preston, Warley, W Rids OPERATION WOLF 444.540 Ben Smythe, Codeall. OUT BUR 28 754 240 Robert Preston Warley, W Rida 1.432 Q10 Patrick Duffy, Redcar ROLLING TRUNDEN 103,680 Robert Preston, Warley, W Rids TNUNDENNLAGE 1,944,000 John Bristow, Erith, WECLE MANE 253,620 Paul Bristow, Erith.

**AMSTRAD** 

AFTERBURRER 22.312.020 David Croaby, Isle of

DARBARIAR II 17,855 P Tarling, Bishop's HLANTER GIGE

106,850 Tim Goldaby. Chellenham, Olos BUOGT NOY 123,760 R RcDonald, Thurnby, CNAZY CANE

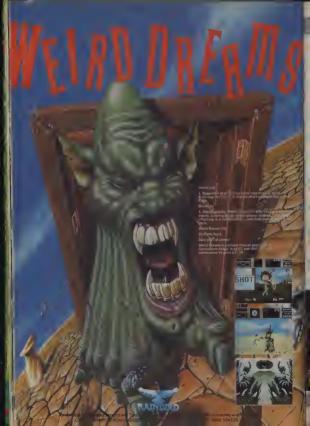
6.771.680 Phil Lloyd, South Wirred OARK EIGE 6,518,000 Stu. Melton Rowbray,

DRADOR RIRJA 118,000 Riles Wilkes, Ashford, Kent ONYZOR 990,000 P Tarling, Bishop's

OPERATIOR WOLF 319,674 Phil Lloyd, South Wirral OUTRUN 56,708,370 R McDonald, Thurnby, Leics NOROCOP 2,386,200 R McDonald,

Thumby, Leica EORCERVPLUE 57,350 Hik Rills, Walsall VIR DICAT ONS 479,000 Glies Taylor, Eastleigh,

WEC LE MANE 211,500 David Crosby, Inla of Wight



escera has been havior a pretty tough time recently poor errors sick people, high interest rates and what's worse --- everyone's fighting

The root of all this evil is the Archmage, a particularly nasty piece of wizard-work and there's only one way you can stop him. Far out at the end of the eighth kingdom lies the Sleeping God, N'Geir wake him. and order will be restored, fail, and people will throw stones at

Basically, Let Sleeping Gods Lie is a 3D exploration game falling somewhere between the simplicity of the Freescape series and the complexity of an RPG, it



EMPIRE

A Chunky graphics aron't they?

cleverly combines vector graphics with "solid" 3D and sprites which are expanded or System also has its drawbacks. some of the graphics aren't brillantly drawn and, close up. the sprices look very crude and blocky.

As befits the Immensity of the V Enemies of the Archmage ger

task and depth of gameplay, there's more to do than in most other arcade adventures; an annoying amount of killing, plenty of objects to find and deliver to the right place, castles and caverns to explore, some nifty travelling between Islands. communicating with other characters --- it is complex and

quite enjoyable if you're prepared to stick with it.

However, this is one of its faults: the scope is just too big. and a lot of the detail sets lost. For example, the in-same effects are a bit weedy and could have been bolstered by enemies shouting as they attacked you. and you can die far too easily too soon in the same.

The worst fault, however, is the lack of independent targeting and movement controls, which could have been remedied by having the keyboard for movement and the mouse for firing it really does destroy a lot of the sameplay, and that's a shame because with a bit more

detail, LSGL could have been the most original game since Dungeon Master

VALUE

GORDON HOUGHTON

£24.99 GRAPHICS 69% SOUND 35%

PLAYABILITY 60% A great attempt at a world simulator, combining RPG and arcade adventure; unfortunately, the scenario isn't compelling enough or the gameplay addictive

enough to back it up **OVERALL** 

### UPDATE

An Amiga version will be available very soon (for £24.95), whilst a PC Tossora simulator is still under development. No other versions are planned



75%



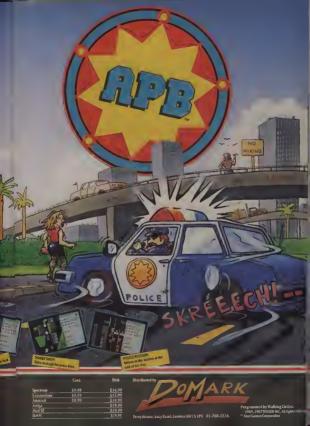
High speed chases, singerous arrests and shoot-outs are brought to life with a touch of humour in Tengen's new APB. You become

Officer Bob for 7 days in his actionpacked pursuit of common lawbreakers and hardened



# TENGEN

The New Name in Coin-Op Conversions.



# REVIEW







# LICENCE

BY DOMARK

tennes to Kill to Domark's fourth James Bond game—
the previous three being View to a Kill. Living Daylights and Live and Late Die. The quality has improved with each release, (starting with the complexity oray View to a Kill, and getting pretty good with Use and Let Die), and Licence to Kill continues the trend with the

# IO VITI

result that it's a blimmin' good game. The same follows the plac of

the film closely, and is split into three distinct stages which

happen on land, sea, and air The action starts over Cray him up the screen on foot. A whole army of baddles lie in wait, and James has to pick them off with his Beretta Commando-

Miami, with 007 and Felix Leiter

while evil baddie Sanchez excanes

Eventually Sanchez leaps out of

the jeep, and James hus to follow

flying a coastguard helicopter

up the screen in a reep

At the end of the level james leaps back into the chopper and chases after Sanchez again, who has just leaped into a handy seroplane. To stop the plane, Bond has to swing below the chopper and attach a rope so it

can be towed to the coast, if he does that, the scene switches to the water, where James swims through shark-infested waters, stabbing Sanchez's knife-wielding divers and grabbing drug packages for bonus coems.

At the end of the stage Sancher's seaplane is just taking off. Bond has to quickly shoot the tailplane with his harpoon before it takes off and haul himself up the lime, dodg ng baddies, bouts and rocks as he attempts to clamber

The third stage begins as soon as Bond's safely aboard. Sanchez is heading for the border with a convoy of 18-wheeler sents full of drugs, James starts in a copdisiter plane, and has to jump down onto the rearmost truck.

take control of it and use it to run the others off the road. The final ris contains Sanchi

The final rig contains Sanchez, and once you've blow that off the highway, James has completed the mission, and can start thinking about what to do for his next

The ST version is great fun, and potentia) Bonds certainly have their work cut out trying to beat Sanchez. All the sections are nicely designed, and farthfully follow scenes from the film—

just like a movie licence should.

The fast and challenging action and excellent graphics and sound make this by far the best Bond game to date, and it's a brilliant.

game in its own right. Look it up. JULIAN RIGNALL

### UPDATE

Other versions will follow shortly, and will have the same gameplay as the SI with the usual graphic

# ST £19.99 GRAPHICS 86% SOUND 80% VALUE 78%

lenty of variety, colourful raphics and recognisable ond dittles make this an ddictive and enjoyable

OVERALL 80%









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W	••••	"	24

Amstrad CPC (tape) Amstrad CPC (disc) Commodore 64 (tage)

new dawn, they find a stranger in their midst task; to halt the demon that lies dormant within the Castle of the Bloodwech.

Unification of the Crystals of Sanguis will scene the Behemoth in his leir for all sternity. Should they remain separate, then he shall rise to bring darkness into the world.

barter, negotiate - even lie through your teeth! The fully implemented personalities of all the cherecters in Bloodwych allows a rich style of role-playing that has only been

Bloodwych for those that dare!

# REVIEW

► ST AMIGA

# GAME

BY US GOLO



▲ Jans anters the temple in search of the



A Ready to a onto the truck and be



A Clembering ropes is all part and parcet



▲inelds the cavern, indy pauses to a bearings, is he lost?

# 





#### A Don't fall Into the pit. he World's greatest

adventurer is back -Indiana Jones, in his chird, and arruphly his best film yet. Like the last Indy film, Indiana lones and the Temple of Doom. US Gold, In conjunction with Lucasfilm Games Division, have secured the rights to produce

computer game versions of the movie. There are two games-ofthe-film being programmed, the Indy Adventure, a Zak McKraken-type game which is being designed in the US by Lucasilm, and the Indy Action game, being produced here in the

This is the action game, a fourlevel platform-style arrade adventure which puts the player in the leather jacket and fedora of

everybody's favourite hero. Indy starts the game trapped in an underground cavern, and has to escape by running around the V Luckily that skulpton is harmless.

11a

multidirectionally scrolling landscape to find a cross and the

Hazards are encountered with every step of the way, with falling chunks of celling to avoid, guntoting nazis to while into submission, chasms to swin a across on rope and collapsing

bridges to lead Indy has an energy bac which shrinks every time he falls foul of a hazard — falling a short distance knocks a bit off the bar. getting shot results in complete loss of energy, and a forfait of one of his five lives.

If he escapes the subterranean system, Indy continues his adventure aboard a speeding truck. Nazis approach from all angles and have to be dealt with by punching them into the middle of next wack. This level is pretty tough, and you've got to be a swift mover if Indy is to survive

This is similar to the first, only this time Indy's trapped in an ancient temple. There are even more hexards to dodge and baddies to dispose of it certainly helps if you make a map as you go alone, as there are plenty of horrible surprises ready to catch out an overconfident Indy.

Finally, the action switches to a elant Nazi airship, where Indy tackies what seems like the entire German areny to set to the final goal and grab the clusive

for the third level.

fights his way through the Nazi hordes. The going is very tough, and sometimes frustrating (making a map certainly helps). but the balance between frustration addiction is nicely back for "just another so"

Highly recommended to platform same fanatics. **IULIAN RIGNALL** 

## ▼A man certainly

helps here.



Holy Grail from the clutches of Hitler himself!

This level is really neat. complete with realistic bobbine motion of the airship as it flies alone - make sure you oon a couple of Kwells travel sickness oils before you start this level. with weak stomachs feeling quite

quessy. If Indy manages to grab the Grail, the mission is accomplished, and he can return to his University and wait for the next adventure to begin . . Both the 16 bit versions of

indy offer platform action all the

LIPDATE

Spectrum, Amstrad and Spectrum versions will have the same map and gameplay as the 16 bit games, but the graphics won't be quite so good. If you're an Indy fan, check

AMIGA VALUE 76%

# REVIEW

erry Anderson's marionesses with the mostess, the International Rescue boys, are back on the launch pad.

The game starts in jeff Tracey's office where you get to choose one of four missions to undertake. The missions vary in difficulty, and you can only go for the tougher tasks when you've complisted the previous one and been given a password

Every mission gives you



to break Into a bank's strong room where stolen plans of the Thunderbird amachines are being lospt, and the last and most difficult mission is set in Dry Gulch, Arizona, where Scott and Virgil have to capture their archeval. The Hood, after he has highed a missile base and is threastening to launch a few mockets downtown.

All versions of Thunderbirds have been programmed by Teupu, who seem to specialise in this sort of game, and though I haven't been staggeringly keen on their park efforts (Terramex and Prison) I did enjoy playing

# INDERBIRDS

GRANDSLAM





alternating control of two International Rescue team members, and before they leave Tracey Island you equip them both with two objects from a selection of six — lamps,

radiation plis, that sort of thing. The first misson starts with Thunderbird 2 officialing the Mole to take 8-B-B dirants and Alm into a collapsed mine where two miners are trapped. The mines in spully fooding, so the first thing on the agenda is to get Braits to stop the flow of water, but how'l won't rameal the answer, but safille, it to say that this is just the start of your problems!

In Mission two a nuclear submarrise has foundered on the craser of an underwater volcano and Thunderbird 4 has been called to the scene With water gushing in through a hole in the half, Gordon and Alan have to locate two security cards which will shut down the reactor, then somehow refloat the sub. The third mission starts Lady

Penelope and Parker, who have

SPECTRUM £12.95

bit versions, with a cassette multiload. Still good fun though.

OVERALL 73%

Thunderbirds. The character spirites are suitably large-headed and the occasional humorous touches are very welcome. Unlike Terrameut, the links between problems and objects in nice and logical, but the only thing that counts against Thunderbirds is all the trudging from room to room which gets.

to be just a bit of a bore.

Still, I think the game captures enough of the spirit of the show to make it worth any.

Thunderbirds fan's wad.

PAUL GLANCEY

OL GLANCE

UDDATT

UPDATE
All versions will have the same gameplay, with only graphic and audio differences separating them.

ST £24.95
GRAPHICS 72%
SOUND 70%
VALUE 79%
PLAYABILITY 71%

A very well presented arcade adventure which Thunderbirds fans will thin is FAB

VERALL 72%



# WINA

# **NEW ZEALAND STORY** COIN-OP

Wow! Is it true? Yes it is!! Those wonderful lovely. people at Ocean were so pleased with the C+VC Story last month that they've decided to dish out this C+VG ultra-comp

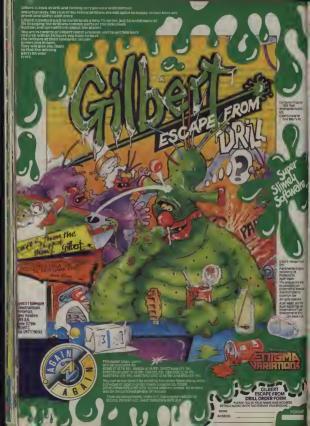
have squeezed the machine into a medlum-sized

The star of New Zealand Story is undoubtedly the cute Klwi hero - pictured here. But what we want you to do is draw his twin brother, who's well 'ard. Let your Imagination run rlot - he could Kiwi - It's totally up to you.

KIWI IS SO HARD YOU'LL HAVE KITTENS COMP, C+VG. August 25th, and you could well be on your way to winning the coin-op!







# C64 AMSTRAD SP



Super Scramble Simulator is. as you have most probably already guessed, a motorbike game. There are fifteen courses in all, divided up into five categories: three mud and two concrete.

Qualification for the later stages depends on whether or not you complete the earlier ones - at the start you only have the option of playing the first three tracks. Once you've successfully negotiated the first set, you move onto the next.

This is no easy task: each course has to be completed within a reasonable time limit. but this is quickly eaten away liv failing off, skidding and crashing - all of which mour a few seconds' penalty.

If this all sounds very simple, it isn't. Each course has its own difficulties which require specific actions to overcome --- and knowing what to do is sometimes a process of trial and error. This



BY GREMLIN

# R SCRAMBLE

A Dodging the variety of obstacles is fun, but very frustrating Indeed.

UPDATE

ST and Amiga verse (sporting mud courses, two obstacle courses and one on at a price of £19.99.

can become frustrating when, say, you've sussed a couple of courses in a set and then you run into a section where solit second timing and fine control over the

The two versions differ a little in presentation: though the Spectrum's graphics are monochrome, they're more detailed than the 64: the Commodore version looks a bit boring.

Where both games score highly is in the playability stakes the balance between the length and difficulty of a course and the time limit to crack it is just right, and the fifteen tracks will take a long while to complete.

GORDON HOUGHTON

## 1111111111111111



**C64** £9.99 GRAPHICS SOUND 79% VALUE 44% PLAYABILITY 84%

Author Shaun Southern also wrote Kickstart II, which is very similar in format, just as addictive and, most importantly, available at a budget price. \$55 is enjoyable to play, but the whole package is way too

**OVERALL** 69%

# EVIEW ST AMIGA PC

s it just me, or does everyone It's not that they aren't good ... they're just ... weird. mean, I thought Purple Securi Day was veering seriously towards odd, but Kult is even

The screen shows a view of find these Exxos rames weird? the chember and the mouse controls a cursor which is used to manipulate the room's features and select commands from an icon her The icons caser for standard adventure-type



commends - taking objects.

using them, and communicating with other characters - and using Raven's pay-powers. Clicking on an object calls up a diagram of Raven's brain with different nodules to click on for each action you can perform with

William Control

WIIIIIIIII

Getting objects for the other rooms requires trading, either with other competitors or the Giver machine. To get anything out of the Giver you have to play a game of "guess which cup has the skull under it" which is more a matter of luck than skill, so it's a road idea to save the same before trading then continually reload if you lose

Using this technique, it only took a few dozen games before I was a Divo, and getting well into the interior parts of the adventure. Infogrames supplied me with a map of the temple, and it seems I still have quite a wey to go before I find Sci Fi then kill Zong But hey, Kult is so wall presented, with its excellent icon system, stylish, detailed graphics, atmospheric sound (including the usual Exoxos alien speech), and Intriguing puzzles that I'm sure to

be playing it for a few late nights PAUL GLANCEY

# **INFOGRAMES**

more bizarre. The scenario outline in the

Instructions is . . . well, "crazed" Is a word that springs to mind, but what they're trying to say is this

You play Raven, one of a race of radiation mutants with psychic powers connected to a central consciousness. Raven's eurifriend. Sci Fi, is being held captive by the reptilian Prosperores in their mountain temple. To get inside and rescue her he's got hursell captured and entered in the contest of The Five Ordeals. which the Protozongs use to select servants or Divos for their god, Zorg. To succeed, Raven has to find a skull in each of the five puzzle chambers. Once he has returned all five skulls he becomes a Divo and Is allowed access further into the temple, where he hopes to find Sci Fi.



**UPDATE** 

The PC version is due out alongside the other versions, and, gameplaywise at least, it should be as good as the ather two.

***		MAG 3
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		WINE CO.
,		in a second

111111111	
ST £	24.95
GRAPHICS	83%
SOUND	87%
VALUE	79%
PLAYABILITY	85%
Another weird and	

THE ADVENTURE BEGINS WHEN RICK DANCEROUS, SEPER HERO AND MART TIME STAMP COLLECTOR IS IN DIRE PERIL. ARMED ONLY WITH MIS TRUSTS SIS MONTER, A SILICK AND SOME DYNAMITE, DICK CRAIN LANDS SOMEWHERE IN SORTH AMERICA. HOW PLOY DANCEROUS IS ANALABLA FOR SPECIAL AND AMSTRAIO, ASSETTE AND SICK PRICE EX-85, SIA-95, COMMODERE 64, CASSETTE AND DISK PRICE SYS, SICH, A SILIKET, SCHOOLONG RAINEA AND REM PRICE EX-85.



t's about 18 months tince ETI

# **AMIGA C64**











# VAY CHI

by clicking on the runes in a spellbook.

Dungeon Master must be obvious, and even though the programmer denies that was his inspiration, I'm afraid comparisons are bound to be drawn.

The main area where the comparison with Dungeon Master works against Bloodwych is in the atmosphere stakes. The action in Bloodwych accelerates ou straight away, and the small ize of the individual screens reans that the artist hasn't been ble to produce character and nonster graphics half as righteningly realistic as the easts in ZM.

set in bare corridors rather than distinct rooms, it's really easy to get lost, so mapping is essential if you don't want to spend hours wandering around in circles Once you've done that and got



What's this then?



into the swing of things, though, the flexibility and logic behind the options suddenly becomes quite impressive, and the character manipulation element comes into its own.

Exploring Bloodwych with someone else is good fun and dual-player mode works quite well, allowing you free rein to pool your efforts, compete ferociously or do both. It's a share that there aren't any puzzles in which two players he to co-operate, but I guess that would have spoilt the game for

PAUL GLANCEY

64 48.99

caker sound and marker applies, but the game-lay fundamentally the same

**UPDATE** 

Gameplay will be the same across Spectrum, Amstrad and 31 formats, but the 16 bit games have digitised sound and, of course, smarter graphics.

AMIGA £24.99

RAPHICS 619 OUND 839 ALUE 809

fole players who don't care about flash graphics should ove Bloodwych but, unlike Dungeon Master, it won't sold equal appeal for more

OVERALL 79% OVERALL 819



# **AMIGA TOP 20**

	-	TAILON I	OF A	
1	(2)	Populous	EA	94%
2	(-)	Lords of the Rising Sun	Mirrorsett	88%
3	(-)	Blood Mousy	Psyclepus	85%
4	(3)	RAC Rolly	Database	83%
8	(-)	Soccor	Microprose	88%
6	(-)	Forgotton Worlds	US Gold	92%
7	(-)	Gunship	Microproso	89%
8	(11)	Falcon	Mirrorseft	93%
9	(5)	Kristel	Priore	79%
10	(3)	R-Type	Activision	83%
T	(-)	Kick Off	Ance	84%
12	m	Operation Welf	Occur	97%
13	(-)	Silloworm	Virgin	87%
14	(-)	Millonnium 2.2	Activision	88%
16	(10)	Sword of Sodan	Gelester	85%
16	(4)	Super Hung-On	Activision	91%
77	(14)	Space Harries	Elito	82%
18	(-)	Outrus	US Gold	78%
900		Vannage	Ounne.	88%

20 (8) Wor in Middle Sorth Melbourne Has 202

Loads going on in the top ten, but populous pops, Into the number one slot. Lords of the Rusing Sul and Blood Money amash straigh into the number two and threstotte respectively— the fight is on Forgottan Worlds and Gunship and also looking good.

#### JULIAN'S TIPS

shool into the charts by next

month
XYBOTS: A superior com-op cor
version — a chart hit for sure
DATASTORM Amazingly additive and playable — by rights th
should be a number one
TEST DRIVE II Amageracing feels

#### OUTSIDE RET

RICK DANGEROUS Fun, fun, fun! This fabbo game has just got to chart!

Four new entries in the top five. Populaus still holds onto the number one position — but for how long? Kick Off leaps into the top ten, and there are plenty of new releases ready to do the same next month.

#### JULIAN'S TIPS

XYBOTS: Domark's fine conversion should break into the top 20.

LICENCE TO KILL: This great bim tie-in should ride high.

OUTRUN Out for a tenner — it's bound to re-enter SILKWORM: Shoot 'em up fans should ensure this a chart position.

### **OUTSIDE BET**

RICX DANGEROUS The best ST platform game — surely a winner?

# ATARIST TOP 20

		IARIJI	OF A	
1	(0)	Populous	EA	94%
2	(-)	Robocop	Ocean	90%
3	(-)	Secces	Microprese	88%
4	(-)	Drugon Ninje	Occur	81%
8	(-)	Voyager	Occup	83%
6	(12)	Kick Off	Ance	84%
7	(2)	F-16 Combat Pilot	DI	79%
а	(4)	Folcon	Mirrorsoft	93%
9	(-)	Millionnium 2.2	Activision	88%
10	(111)	Paciend	Grandaless	76%
п	(-)	Running Men	Grandeless	51%
12	(19)	Vindicators	Domurk	87%
13	(-)	Forgotton Worlds	US Gold	87%
14	(-)	Bettlechess	IA .	82%
15	(-)	Honda RVF	Microprose	80%
16	(5)	RAC Ruity	Database	83%
77	(-)		Database	78%
18	(6)	Berberien II	Palece	96%
19	(33)	Operation Welf	Ocean	914
20	(-)	Airbourno Runger	Microproso	80%

#### HOW THE CHAR A SER I

Every month Gallup contacts, on behalf of C VG, retailers up and down the country to find out what you've been buying. The chart uses inform attention from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We hope you



Populous, in at three.



ber one and atili going strong



Operation Well sinks test, drop-

# **ALL FORM**

	-	_		
1			GAME	COMP
I	1	(1)	ROBOCOP	OCEA
ı	2	(-)	SOCCER	MICR
ı	3	(-)	POPULOUS	EA
ı	4	(2)	TREASURE ISLAND DIZZY	CODE
ı	5	(3)	TURBO ESPRIT	ENCO
ı	6	(-)	720	KIXX
ı	7	(4)	DRAGON NINJA	OCEA
۱	8	(-)	FAST FOOD	CODE
i	9	(7)	GHOSTBUSTERS	MAST
ı	10	(12)	RUN THE GAUNTLET	OCEA
ı	11	(9)	<b>EMLYN HUGHES SOCCER</b>	AUDIO
۱	12	(-)	SAS COMBAT	CODE
ł	13	(5)	OPERATION WOLF	OCEA
a tamen	14	(-)	1942	ENCO
and and	15	(-)	ROAD RUNNER	KIXX
	16	(13)	SHANGHAI WARRIORS	CODE
ı	17	(14)	SPY HUNTER	KIXX
ı	18	(-)	ВОМВЈАСК	ENCO
1	19	(-)	<b>5UBWAY VIGILANTE</b>	PLAY
	20	(-)	POSTMAN PAT	ALTER

his month Robocop breaks the chart record with 18 consecutive weeks at number one, formerly held by that ancient 1984 Compilation, soft Aid. But how much longer will it last - Microprose Soccer and Populous leap

# ATS TOP 20

OMPANY	SPEC	AMS	C64	ST	AM
CEAN		•	•		•
NICROPROSE	•	•	•	•	•
A	-	-		•	•
ODEMASTERS					
NCORE		•	•		
XXI		•	•		
CEAN		•	•	•	•
ODEMASTERS		•	•		
AASTERTRONIC		•	•		
CEAN		•	•	•	
UDIOGENIC	•	•	•		
ODEMASTERS		•	•	Ē	-
CEAN		•	•	•	•
NCORE	•	•	•		
CIXX		•	•		
ODEMASTERS		•	•		
CIXX		•	•		
NCORE		•	•		
PLAYERS		•	•		

straight into two and three respectively, and both look good for tha top slot. Beneath them, some of the older games begin to sink, leaving it wide open for the myriad of budget games which are all climbing fast.

ALTERNATIVE



720 skates into the number six



Run the Gauntiet creeps up two



Ghostbusters drops two to number nine.



Encoral Encorel 1942 is a rerelease re-antry at 14.

# **C64 TOP 20**

		60410	P ZU	
1	(1)	Robocop	Oceon	819
2	(3)	Emlyn Hughes' Soccer	Audiogenic	949
3	(2)	Drogon Ninjo	Oceon	839
4	(-)	Turbo Esprit	Encore	469
S	(-)	Leogue Chollenge	Atlontis	789
6	(8)	Super Cycle	Klxx	879
7	(5)	World Gomes	Kixx	979
8	(4)	In Crowd	Ocean	949
9	(13)	Werewolf	Mostertronic	789
10	(-)	ADV Plnboll Sim	Code Mosters	559
11	(-)	Ace II	Coscode	79%
12	(-)	The Double	Afternotive	449
13	(6)		Imagine	419
14	(-)	Footboll Monoger II	Addictive	80%
15	(-)	Joe Blode II	Ployers	81%
		Gun Boot	Alternotive	649
			Oceon	92%
18			Mostertronic	85%
	(-)		Ployers	61%
	(9)	Afterburner	Activision	400/

Plenty of new entries, but Robocop is still hogging the top slot fighting off a strong challenge from the budget coin-op conversion, 720, Postman Pat crashins into the number six slot with his black and white cat. Will they get to number one ... who knows.

#### JULIAN'S TIPS

PHOBIA: Mirrorsoft's ace blaster deserves to chart, LICENCE TO KILL: The fourth James Bond game looks good

RICK DANGEROUS: A superlative platform romp that'll do the business. CITADEL: A brilliant C64 game watch it hit the top.

#### **OUTSIDE BET**

ENCOUNTER: A classic rarelease shoot 'em up, chartbound for sura

84%

Planty going on, but Treasura laland Dizzy is still there Why, I don't know Microprosa Scooger is a strong contendar for the number offers still, but there are planty of discount of the still but there are planty of our offers are not provided to the still be stil

### JULIAN'S TIPS

LICENCE TO KILL: Bond is headed for the charts yet agen. XYBOTS This binillent conversion is 8 sure fire chart stormer. BICK DANGEROUS. A superb platform game theirs destined for stardom SILKWORM Watch this wriggle into the chart.

#### OUTSIDE BET

ZYBEX The best budget blaste

# SPECTRUM TOP 20

1	(11)	Treasure Island Dixxy	Code Masters	75%
2	(-)	Seccer	Microproso	88%
3	(2)	Robocop	Occum	96%
4	(-)	Fest Food	Code Musters	59%
5	(3)	Cup Football	D&H Germes	81%
6	(4)	Turbo Esprit	Emoore	89%
7	(-)	Run the Gountlet	Ocean	83%
R	(-)	720	Kixx	87%
9	(5)	Emfyn Hughes Secoor	Audiogonic	93%
10	(-)	Renning Man	Grandslam	57%
11	(-)		Encorp	82%
12	(-)	Londorboard	Klax	87%
13		Subway Viallante	Players	51%
14	(-)	Spy Henter	Kizz	79%
15		Road Runner	Kixx	78%
16		Sector Star	D&H Germes	34%
V		Shanehai Warriers	Players	79%
18	(-)	1942	Encorp	72%
19		SAS Combat	Code Marters	79%

### C+VG STAFF CURRENT GAME OBSESSIONS

GRAHAM TAYLOR: STUNT CAR, SAVAGE, R-TYPE JULIAN RIGNALL: DATASTORM, RVF HONDA, WINNING RUN (ARCADES), GAME BOY PAUL GLANCEY: DUNGEON MASTER, TWIN HELL, SUPER MARIO BROS II

20 (R) Renegade III



# The Man with the Haf is back!



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enough swimmers get champed, the mainland authorities decree

tough to begin with and there's

Not the kind of same you'd

involves finding the gun Once

▼ Gons Fishing...



#### A On the hunt for the great white shark

which for some reason doesn't

volves an undersea showdo

with the rasty people-zobbler of lews' cerritories, and has to

Mayor Vaughn, being stupld,

even with a shark around. You can close them down, but this could mean you lose your job: however, leave too many open and there's more chance of a

UPDATE

creen 7 plan to unleash aws across all formats for £9.99 (8-bit), £19.99 (Amiga) and £24.99 (PC). The 8-bit versions won't have the map screen, but apart from that gameplay should be much the same,

want to launch a new label on,

HOUGHTON

atmospheric sound, ST Jaws i also unoriginal Milely engoyable for a very short





# ST C64 AMSTRAD SPECTRUM

# THE PARTY NAMED IN WITH THE PARTY OF THE PARTY OF

BY FIREBIRD

hwoppa thwoppa thwoppa to you too, you little Helman, Yes, there's one thing that's sure when an arcade machine hits the streets, and that's the conversion will appear shortly after

the raw thrash metal power of R- explosions are cutel By far the Type (another frem coin-op), the most cute thing about Mr Hell is hero of Mr Heli is a cute little chap, with little short less and a

small prop on the top of his head. The tone of the game is less R-Type and more New Zealand Story (ie. CUTE).

The aliens you shoot are cute, Mr Heli is an Irem coin-op, and a very sweet one it is too. Unlike the scenery is cute, the damn the cute music, a sort of wild eved "gosh aren't we having a

V ERKI Bombs galore on the Sp



84%

SPECTRUM £9.99 all the thrills and excitement of the Amstrad

**OVERALL** 

**C64** £9.99

tune and oodles of playability, in short, a great

**OVERALI** 

rood time, chans" Caribbean

Conversion-amiths of this Microprose sure-fire hit are Probe and this was apparent to to even before the credit came so on the screen. The title page tas the same balls on it as Firebird's Savage, also by Probe. I must say I find their overstippled "more colours for less graphics" abit welrd myself, but they look about and do the job on the Americal version anyway.

You control Mr Heli, who bovers or walks along the scenery. In hover mode he fires bullets out of his gun, plus he

designers on?), little explosive Golden Delicious which ignite on contact with the ground or aliens, and make that nicely

animated explosion. After blasting through the levels. Mr Heli meets with a big allen (on surprises shere) which he has to zap a LOT until the baddie pegs out. Then It's onto

the next level I like Mr Hell, aithough at the beginning I thought it was just the sort of thing I'd hate. But you know, even a hard nut like me ha a soft centre it's a good cheerful game, and a brilliant blast to











launches missiles out of the top of his head, which is very handy for wasting allens which drop down

from above, or breaking powerup crystals out of the rocks in the cava roof. When in walking mode, he still

fres bullets, but also lobs apple bombs. Yes, apple bombs (what are these Japanese game

### UPDATE

The Amiga version is vailable soon, sporting fabbo tune and slightly better graphics than the ST. ook out for it.

### OVERALL

PLAYABILITY with lots of trigger y action, but not so and that you bemb out irst go. A corking good sign, but it's a good jab

three long levels of the com-op.

and the C64 has the added bonus

combining features from other levels of the arcade machine.

PHII SOUTH

83%

56%

82%

of an extended third level

MSTRAD

**GRAPHICS** 

SOUND

VALUE

067 <

# BLACK WHOLE LOT OF FU SIX PAIRS OF TICKETS TO ALTON TOWERS FOR GRABS

Empire have decided to celebrate the launch of their brand new 16 bit arcade adventure, Sleeping Gods Lie, with a brilliant competition.

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mega day out.

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1. Who is the chief Greek God. 2. Who is the chief Viking God.

3. Who is the Greek God of the seo.

4. Who is the Viking God of thunder.

5. And what's the name of this God's hommer.

# WERS



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C64

BY ELECTRIC

# ITADE

A fter a year and a half's absence from our screens programmer

extraocdinare, Marth Walker, Is back with Citade, the unofficial sequel to Hunter's Moon, It's a shoot fem in with strategic undertones, in which the player penetrace eight shandoned cities in an attempt to recover ancient and valuable technological strafaces left behind by a long-dead covisiation.

You control a small robodrone called Monstor which stalks the two labyrmichine floors of each Citadel, searching for the route which will take him to the innermost Citadel where the techno-goodness are kept Unfortunately for Monstor, the network in Centil ely dead — its robot defence systems are still operacional, which means he's going to have on light sooth-and-

As Monator crawls the surcess fundamental by presence actives trapdomental by the presence actives defense of ochsis during page to reclear defense of ochsis during page to the present activities of ochsis during the page to the page

The droids come in eight dangerous flavours, the variety



lying in the way tay move and the directions like from The power ones can only alloop in four The power ones can only alloop in four directions, either diagnatily or vertically and horizontally, so it's easy to BLAM them on their unprocessed sides. The more inspilanceated directions or shoot from the globe directions or shoot from lay directions or shoot from lay and other way until give lay appearance of their way until give lay captured a fall-likeling droad, then you can position it be between Monitory and them then make a strateging run with the fire buston held down with the life buston held down

Getting shot and capturing objects uses up preclous energy, not of course if Monitor runs out of jusce, he loses a life Luckily, he crapdoors don't just hide rups and robots. Monstor can op up his energy level by

upgrade his armament to bidirectional, burst, and threefire with a weapons capsule. Certain trapdoors contain switches to deactivate deadly force beams which block the entrance to parts of the mate and others are elevations while take Monitor between the

This switching between floor is an essential part of the game, because the elevator route is often the only way, .... otherwise locked parts of the maze. It's definitely worth made a map if you want to make any progress beyond the second level — traps are always on the same floor.

At the start, things are fairly easy, but the going soon gets tough, with all hell breaking loose







on the last few levels - your If you manage to complete all also have the ootion to switch the random mode at the start of

time. Graphics - thoroughly Equally sinieter is Martin Walker's sound effects are just soono. atmospheric! it's all ripping stuff, finger should snap this little

PAUL GLANCEY





### UPDATE No firm plans for other

versions as yet, but Electric Dreams haven't ruled out the possibility.





COME STATISTICS		. —————————————————————————————————————
T	i i	一
96	1	豐豐村區
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1		<b></b>
11 100 100		
100000000000000000000000000000000000000	R EITADEL	18 TOTAL
P WW HW H		
		13 14
		12



Chicago: home of the deep-dish pizza, big-time Show, where all the leading technocrats gather each









technological wizardry A 68000-

Info on page 103)

a bigger box and called it the









## AMIGA



4 Will you launch?

command centre, where all ordens are dictated. The main display screen shows a map of Europe, with all alled and enemy units represented as bower. Beneath them is a bank of monitors which can be selected to show population density, radiation boild up and incoming in

Beneath them is a bank of monotors which can be selected to show population density, radiation bulk-up and incorning messages. You can also choose to haunch a nuclear strike (there are thirteen passwords which give different strike options), engage special forces, release chemical or bacterial weapons, dictate are strikes, deploy reinforcements, or view disjonants costions.

is unnervingly intelligent, and the sheer amount of options and the many clever subtleties are guaranteed to keep you glued to

your sear for monthy
Fano of true war games with
hexagons, complexated and
comolated strategies and threeinch thick manuals might scoff at
this, but to an ardent arrade
player like me, Conflict Europe is
brilliant. The strategy is fur,
rather than brain-numbing, and
the immediate action makes for
fast results, swift progress and

Order a faunch scrike on your local software retailer and take it

#### 

happened The massed army of the Warsaw pact is the gathering along the borders of Eastern Europe, and in West Germany, NATO forces are being mobilised. Missilles are at the ready, and the world watches band waits.

What would you do in this stuation! Well, here's your chance to find out with Mirrorsolt's thrilling new war game, Conflict Europe, which is basically a follow up to PSS!

Normally, the mere sight of a war game is enough to send me away screaming, but there's something about Conflict Europe that is incredibly appealing Eor a start, it's easy to use, and utilises straightforward strategy and very atmospheric graphics and sound to produce a war game that is both addictive and very compulsive

At the start of the game you're presented with an options screen that lets you choose sides, and select the type of game—there are plenty of scenarios based on factual data to give borothly resident services.

When you've chosen your same, you enter the strate no



' /AR LIKE'Y

Y.A.T.O. leaders now
a SS 1 picker.
With a Part's la
limite extinivetes
a marker
Z Distant k maer.
An au

N.A.T.



4 Frightoningly realistic.

#### A World War III breaks out

with the enemy). The beauty of Conflict Europ is its amplicity. Everything is brilliantly presented, and the whole thing is very user first whole thing is very user first on pick up and play straigh away. And the programments have compromised on the cannels for make the programment.

imple. The computer opponent

#### UPDATE An ST version

An ST version is available soon, and will boast similar gameplay, graphics and noises. No 8 bit versions are planned.



game that will appeal to all computer uters. Try it out if you fancy something a little aliferent.

OVERALL 83%

## DDEMIED

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the release of Stunt Car, a deving game that's quite simply the best Pre-sen outside an arcade If you're a bit skeptical, let me tell you who the author is—Geoff Cransmond, programmer of The Sencinel and Revs, that oother manyellous racing smulation, Still skeptical? Well, assist

where you start, to division one.
Each division has three drivers, you and two computer racers, and two tracks, and to win

# Burn those turbos.

promotion you have to beat the other drivers on both wasts. Each mare as one on-one shifty. Each mare as one on-one shifty as a state. The control of the results of the re

If the car crashes off the track, time is lost while it's winched back onto the road, and it also sustaine damage, indicated by cracks appearing in the framework around the screen.





# UNTCAR

▼ for libelieve a car can fly.



Crish too many times and the car is weeked and the race lost.

If you win the league you're promoted to the next division: come last and you're relegated. To help you out, there's a load/save game option, which

comes in very handy Indeed If you manage to win the first division, there's a surprise in store — a superleague in which you drive a car that's twice as

powerful as the normal one!
Every aspect of Stunt Car is
superlative. The options are
great, and allow up to ten players
to participate at once in a grant
league, and there's also a datalink
option for head-to-head battles.
The graphics are manuellous,

cars moving as high speeds, and a nicely drawn engine (complete with turbo flames) in the

with turbo flames) in the immediate foreground. During play, you get

completely engrossed in the action — the feeling of "being there" is uncarry, with the car bouncing around on every bump and jump. The 3D effect is arrazing, and coupled with the brilliant joystick feedback, the whole thing is unbelievably realistic.

The tracks are superbly designed, starting with a fairly straightforward, but bumpy oval, and progressing so such delights as the skl jump, complete

UPDATE

Anily and Spectrum versions are currently being programmed. The Anily programmed. The Anily programmed the Anily and than the 3T and will have better mound effects. The Spectrum version promises to be one of the mosts annualing games yet seen an thet machine—In's virtually identical to the 3T virtually identical to the 3T virtually identical to the 4T virtually identical to the 5T virtually id

**V** A curning stanti



with massive (and I mean MASSIVE) jump, and rollercoaster track, which has enough hills to turn the stomach of the hardest drivers.

The gameplay is very cough and challenging, but is highly addicance too. —getting promoted to division one takes loads of practice, but it's well worth it. And even when you do that, the superinegue is a wollen new ball game, with new tactics required to tackle each track successfully.

Quite simply, Stunt Car is the best racing game yet seen on a home computer. Check it out.

JULIAN RIGNALL

GRAPHICS 819

SOUND VALUE PLAYABILITY 81% 64% 88% 94%

nt Car is utterly brillian follers adrenalinmping, gut wrenching h speed action that'il p you engrassed for

OVERALL 93%

.









#### > ST A MIGA



visit her at Tynham Cross, the village where you were born But

It soon becomes apparent than to blank magin, and strange resuals

identify those responsible for the

around, make sure you're there

a pause, and passes rime, thus



den't need the word 'Jap' to finish the wane. the word 'wee' to fielsh the came.

# HITMLA

the word 'ere' to fielsh the came.

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▼ Eeeklit's scarey!

and Security.	7/11/	11/1///
A must for adventurers.	ST	£19

SOUND VALUE

minimini minimini

KEITH CAMPBELL

the dead of night Personal

present, and speec the read pate in slaund

of brick and burn it at the wally on the left,

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LITERATURE ON THE AMIGA

# EUFFE

## **ENCOUNTER**Atlantis

Paul "Mercenary" Woakes' original 3D classic pure you at the concrete of a cause pure you at the concrete of a cause part of me, and a plan docted with black columns Sancer shaped enemy craft also instant the landscape for the soft purpose of giving you something to be caused the concept sources and you have to speed down a hyperspace turns dodget to between spheres below at the next pain.

Anyone who's payed arcade.

## TARIXL £2.99

More calourful and faster than the C64 version. If you don't get this into your games callection, like, NOW, dial 999 and ask for the 24

## OVERALL 92%

Battlezone will be familiar with

## C64 £2.99

A superbly addictive shoot 'em up. The best three quid you'll spend this month.

OVERALL 89

speed, and as you progress the game gets really tough, with homing missies to dodge and saucers which explode into dozens of deadly sphores if you're slow on the trigger



#### KOSMOS Atlantis

As you probably know the Sowable has been hunted to one bounds of extinction by the lithbattants of Komons. In fact there are only four left, and it's up to you to go to Komons. find lem, rescue "ern and keep" lem alve for the trip back to Earth alve for the trip back to Earth Belleve It or not, than nears a trip through stacks of screens, pecing up frus for the Sowibbles and bits to repair your speciespe, when was duringed on landing toorry, dank of lements on that?

those arrade adventures which seem to proliferate on Spectrum budget labels.—I loads of screens, bdy graphics, responsibly computitive. Make a may, shoot the odd alien, and Bob's your kills of the state of the sta



## SPECTRUM

A competent arcade adventure which should appeal to competent arcade adventure fans.

OVERALL 76%

£1,99

#### NINJA COMMANDO Zeppelin

Course of the north read

Zeppelin
Not another Norg gone!! This
one's from the programmers of
that poly last. Zybex, and puts
'fif hims on the horizontallyif him the horizontallyif him the horizontallyif him the horizontallyif him the horizontallyin anditutale of angry artimigas. Lucky for him, then, that
he can do away with them hast by
jumping on their heads, or even
(II he stomps him quota of nasters
take then our with sharikens,
homb, Nigas-fames and a handy

machine gut
Ninja Commando on the '64'
probably the best of the bunch
having nonly animated, if ween
sprites, and a modicum of good
Ninja-bathing gameplay. One
thing that enricated me with all
the versions, though, was the
above average diffit utily level,
which on its own wouldn't be is
soul, but it's a be machine your
feliah to lose all his weapons
when he dies zis weit.

## C64 £2.99

A nearly nifty Hinja game addictive but just a smidge

addictive but just a smidge too difficult.

OVERALL 72%

SPECTRUM £2.99

The same gameplay, but bigger graphics than the C6 version, and a tiny bit easie to play.

OVERALL 70'

AMSTRAD (2.99

Again, gameplay is basically the same, except it's noticeably slower in this version.

OVERALL 65%

## ARCADE FLIGHT SIMULATOR

#### Code Masters

Car Will



OVERALI 49%



#### THE PROPERTY OF SPECTRUM 62.99

of gray to

except it scrolls ver rather than horizo really Seill not tons of fun, th 

OVERALL

## BOMB LACK

The state of the state of

#### MSTRAD £2.99

T1% OVERALL

C64

OVERALL 80%

WINDS THE REAL PROPERTY.

SPECTRUM £2.9 Naturally weaker than the other two on graphics and sound, but fun gameplay keeps the Spectrum version

OVERALL 71% 

Tine Mad Leader is up to his old incliss again, and being the only here with neoling to do this aftermoon, it's up to you to infiltrate" (goods? three bases and sort him out.

50000

#### WILLIAM TO THE WILLIA C64 €2.99

'86, but inlitrator is lookin dated in '89. Good for a few OVERALL

70% OVERALL 65%

SPECTRUM £2.99



## Computachoice - Mail Order Computachoice Top Twenty

The following affer represents what we think will be this month's top 20 titles.

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Mail-Order operators,	2	Operation Wolf (Ocean)	17.47	13.97	6.27	6.97	6.97
we are a	3	Robocop (Ocean)	13.97	13.97	6.97	6.97	6.97
bona-fide established	4	Afterburner (Activision)	17.47	17.47	6.97	6.97	6.97
Computer	5	Populous (Electronic Arts)	17.47	17.47	N.A	N.A	N.A
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large retail store based	7	War in Middle Earth (Tolkion)	13.97	13.97	6.97	6.97	6.97
in Portsmouth	8	Double Dragon (Melbourne House)	13.97	13.97	6.97	6.97	6.97
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All of our	Ю	Running Man (Grandslam)	13.97	13.97	6.97	6.97	6.97
products are fully	11	WEG Le Mans (Imagino)	13.97	13.97	6.97	6.97	6.97
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any problems	14	R-Type (Electric Dreams)	17.47	13.99	6.97	6.97	6.97
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send a	17	Lombard RAC Rally (Mandario)	17.47	17.47	N.A	N.A	N.A
replacement	18	Strip Poker 2 (Asco)	10.47	10.47	5.57	5.57	5.57
to you with	19	Vindicators (Tengen)	17.47	13.97	5.57	6.27	6.27
aaked.	20	Crazy Care 2 (Titus)	13.97	13.97	6.97	6.97	6.97
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#### VILLOW

Willow is a very also little offering from Capcom which requires lots of shill end co-ordination to get through. It rather like a cartoony Ghoot 'n' Goblins, and like that sle game, it's very playable.

The game is all about shooting the baddies, plus the money they leave behind, then nipping in the behind then and business.

Pendants which helps prolong your life and shorten theirs! The characters move fast, and the timing in some cases is split-

The characters move fast, and the timing in some cases is split second stuff. The first sowe takes place of the Creat Roads. Bands of warriers attack and you, as Willow, here to shoot them

Jown,
Next you climb a cliff face where blue boars guard reasure cherts on narrow edges, and warriers patrol the paths you need to climb. Pass









them and you reach a rope bridge which sage in the middle and seems pretty unstable. Sheet out the wizard who hover in the sides above and make sure you get him before he destroys the bridge — do that and you rescue a Besharker which was control.

on the next level.

Here things get tough. The enemy sout bour and arrest and reck-carrying eagles fry and take you out — your only escape is by horse and carl.

Watch out for the chasing heesawan and just pecy the

horsamen and just pery the whoels don't fall off. And so it goes on, with rise player switching between a wide variety of levels and

I thereughly enjoyed Millou even though I elder't come within miffing elitance of the beby, it's a very playable game and is definitely worth a few

GRAPHICS 87% SOUND 85% VALUE 84% PLAYABILITY 88%

OVERALL 85%











#### DRAGON BREED

The R-Type team from from are The R-Type beam from from an back again with Dragon Broad — another herizontally scrolling shoot 'em up. The opening scene sees you

up all the way with hosts of

dragon's indestructible tell





94% GRAPHICS SOUND 80% VALUE 85% PLAYABILITY 88%

**OVERALL 88%** 

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#### **► ARCADE HIGHSCORES**



Cailing all arcade access never a the Official UN Accede Mightoore blobs, centialning all the record varieties by Partialnine by course players. In yourse to hyper by Partialnine by course players, and will be used to provide the three players of the partial players of points on excade machines, why not sufficiently in with your mage access. The address is ARCADE HIGHSCOMES, C. YO, PRIORY COURT, 20.22 FARRINGOOL HARF, COMOD RC ITS JAUL If you're poil any hef lips, seed them in too.—we'll be usens them in a may a Arcade Action special later an tilt when in a may a Arcade Action special later an tilts. them in a mega Arcade Action special later an thie year, as well as incorporating them into a regular Arcade Action tips column. There are prize of T-shirts and software for the senders of the best tips — so gat writing. Sand your stuff to ARCADE TIPS at the above eddress — and don't forget to say which computer you own.

12,110,830 Colin McWhiter (CMC), Ballymena, Nireland AFTERBUNNEN 18,973,210 J Walines (JAU). ALIEN SYNORGHE

843,010 Colin McWhiter. Bellymens, N Ireland ALTENED BEAST 3,482,000 Ryan Humphreys. Durker, Wakefield ANKANGIO 1,478,750 Stewart Bell.

clestield, Cheshire EATTLE RANGERS 199,980 Wilson Lau, King's BLASTENDIDS 2,539,740 EGG, Portamouth 32.624,000 Lee Watere (LEE), ng leland, Hente 2,399,000 David Leehley (TUF). 10.100.000 Russell Pickard (RUS), Bournemouth 4 293 500 Keith Bradley. GOUBLE GRAGGN 999,998 Colin McWhiter nens. Nireland DOUBLE DRAGOR II 201,040 Colin McWhiter. mens, N freiand FLYING SNARK 2,310,100 Gavin Davis (PFJ). FORGOTTEN WORLDS 6,721,600 Gary Harrod (GAZ), 1.678.070 Chris Ford (CAF), Lancing, W Sussex QNQSTS'N' QQBLINS 7,554,700 Simon Lennok, N 49.658.320 Martin Deem (MJD). NAUNTED CASTLE 368,220 Gavin Davis, Swanses 327,000 Julian Rignall (JAZ), 270,540 Alex Ware (AKW). IKARI WANRIGRS 1.353.300 Martin Deer MARBLE MADNESS 208 340 Martin Deem 2.780.900 Julien Rignell 1,376,400 Mario Kyriacou. Canterbury, Kent OPERATION WOLF 720,000 Ryan Humphreys, Durkar, Wakefield GUTRUN 56,011,310 J Wallace, Staverty **GUTRUN TURBO** 1,971,570 Alex Were, Shenfield P-47 1,675,800 Chris Ford, Lancing, W Sussex POW 233,720 Colln McWhiter. 619,100 Hup Li Lem (DRY). Ballymena, N Ireland POWEN ORIFT 5,798,625 Morris Wilson (BMW). 945,650 Colin McWh Ballymona, N Ireland WARGNEN QUARTET 8,576,750 James Washburn, Essex Aberdare

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VULCAN VENTURE

12,025,275 Paul Stokes (PJ),

1042





Welcome to the C+VG Adventure column, complete with the Helpline, mini reviews, news and a complete solution to Leisure Suit Larry II. What more could an adventure fan ask for?

> STUCK IN THE MUD?

ne of the stickiest problems in Legend Of The Sword, concerns lealing with a hunch of Mud Monsters, Peter Gorman of Heckington is knee-deep in that one, and he's also trying to net a boat in the same game. Andrew Howard is marooned on the planet Kerona, at a location called Illence Flats His droid asks him "To which sector do you want to go?", and Andrew, aged 8, 15 lost for words. Who can help him with this windy problem?

Come in Mik Brookes, who could get no support from Chiltern Enterprise Centre for their game Werewolf Simulator. Here instead is some support from your favourite mag, courtesy of Patrick Halm from Gouda in the Netherlands. In the library, cet the book, then take it to the doctor's house, knock on the door, and give at to him. In the police station ask for the captain. In the hospital ask for the doctor. From his room go to the mortuary via the stairs, where the werewolf's victim lays, and get his arm. In the editor's office, search the desk and get the photograph. Outside the cinema, get the

garl. Get it? Got it? Good! Here's a tip for Lessure Suit Larry I players, who are frustrated by the obligatory questions before the game ca be started Press Alt-X or Ait-Z to skip them, says Nico Schaap of Katwyk in Holland, Nico didn't say which machine this applies 10. but I can confirm that it works like magic on the ST! The chances are that it works on other formats too, but of Larry to check out. Worth a Try. Snyway

Patrick Halm's back, this

time with a question: "How can you pass TWO-BAD in the Shadowlands of Masters Of The Universe?" Too had - I

can't help on this one, can you? IP Wispelaene writes from Melhourne, with a clue for "the bulliant" Bard's Tale II. "The blindingly obvious solution to the riddle 'Tell me what the nian is ... 'is contained in a message found elsewhere on the dungeon level. 'Hear the sphere, Speak the truth, The plan is near, But quite uncouth'." IP has solved virtually all the Bard's Tale sages, and offers help to any reader who cares to write to him at: 3 Duke Street, East Brunswick, Melbourne 3057. Victoria, Australia, And if you'd care to write to me at C+VG. I'll be happy to heln

#### you, too! REVIEWS

It's not only Home Grown adventures that don't always get a full review in these pages. After a lean period with no more than one or two mainstream commercial adventure releases each month. there has recently been a surge.

Infocom has just flooded the market with what appears to be their entire output for a year, at a time when there are quite a few other new and interesting games around

As a consequence, there just hasn't been enough space in the magazine to cover all of them with a full review. So here's where we catch up on those missed titles. First a game that I'm sure will have enormous appeal to adventure players. and yet is not, strictly speaking, an adventure. Millenium 2.2

# VENTURE



Activision/Electric Dreams, Amiga, Atary ST, PC, 224.99) is, at a first glance, a strategy game with a few arcade shooten-th up sequences. Yet during play some very unexpected events occur, posing a number of alarming problems that effectively change the strategy in mid-game.

Set in the year 2200, Earth has been devastated in a collision with an asteroid, and (apparently) the only remaining human colony is Luna Base, of which you are the commander. The base has mining, manufacturing, and research facilities, and the object of the game is to restore Earth to a habitable state, by making and sending a Terraforma there. Whilst you are discovering bow to build a Terraforma, play centres around exploitation of the mineral wealth available in the solar system. Probes must be sent out, their data researchad, and bases set up on suitable planets to service a fleet of spacecraft ferrying minerals to the moon's production facilities

A spanner is thrown into the

works when the Junar aertlement is challenged by a Interior unheard of Martinan colony. Thus a balance must be truck between the production and the production and the production and the production of the produc

Operated by mouse accessing a series of windows, Millenium 2.2 is something quite

2.2 is something quite different, and extremely addictive. And there are edgeof-seat surprises in store, right up to the very end! (Yes, I dunnit! I saved the Earth!). A more conventional

adventure is Infocom's Shogua (Activition/Infocom, Amign, £24.99), a sensitive adaptation by Dave Lebling of the beat selling novel by Jamee Clavell. Infocom graphics are used here in an entirely different way from the Zork Zero approach. As well as attractive Japanese screen borders, locatomo based pictures appear from time to time. Just to be different, one supposes, these are displayed to the side of the text rather than above it, and eventually scroll up out of sight

up out of sight. The story is told sn chanters. and with you playing the part of John Blackthorne, opens on the bridge of the Erasmus. Yours is the only surviving ship of a fleet of five. With half of your crew dead, and the survivors suffering from disease and starvation, you face a devastating storm. Your first objective is to reach land safely. and this involves commanding the crew, and controlling the ship, all achieved surprisingly, vet very realistically with text

commands.

What is strict adventure format, the problems are more of strategy and behaviour than of the more familiar object manipication type. This sends to make the built in clue system more readily usable, since Shogum does not engender that "doe's tell me or it will spoil the game" atmosphere. Don't expect humour, but of expect a better the strict of the stric

of the book.

Finally, Journey
(Activision Infocom Amuga
224.99) is classed by Infocom
as a "role playing chronicle,"
and was written by Marc
Blank, co-founder of Infocom
with Davie Lebling, and also
co-author of the original Zork
trilogy. Journey relia a story of
the search for Astrix, a wizzard,
to appeal for his help in piddies.

good interactive interpretation

the land of disease, drought, and famine.

A party of four sets off, and they are controlled by selecting text commands with the mouse from command words contained in a series of boxes at the bottom of the screen. Actions possible by each member of the party are listed, and having selected one, a list of valid objects is displayed in the next box, to pick over. A further box commiss commands for the whole party (eg PROCCEED) and for the game (eg SAVE). Thus the problems are "multiple choice" type, but

even so. I had a phone call from

an adventurer in Denmark the

other day, who has stuck towards the end of the game. Journey is illustrated with mini-pictures displayed to the left of the text, which scrolls independently. More a story than a puzzle adventure, but it has its moments.

#### ACL-RIP

The Adventurer's Club Ltd. is now well and truly dead. Henry Mueller, its proprietor, has gone to earth without so much as a "Sorry and goodbue".

as a Sorry and goody's. I suggest members write demanding a refund of their contrading balance, calculated from 28 February. Send it recorded delivery, and keep a copy of the letter. This advice extends to those C+VG adventurers to whom I have awarded the prize of a "free" ACL subscription.

Those readers deserted by ACL, and an fact anyone else looking for a good fanzine, would do well to take a took at Adventure Probe.

Probe can be ordered monthly, or for up to twelve months in advance from Mandy, at 24 Maes y Cwm, Llandudno, Gwysnedd LL30 IJE. Prices are: UK £1.25; Europe (inc Eire) £2.00; Rest of World (surface) £2.00. Rest of world (surface) £2.50.

## **GAMES FOR ADULTS**



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## ALL YOU OFLOVE hanks this menth to:

Robert Dixon, Hemel Hempslead; and Yazid Ali Yassin, Abu Dhahi. MANHUNTER: At Copey Island, play the Kewnie Doll game. Hit the same dolls in the same order as they fall in the arcade game, as you tread on the mats that MUST be passed

in order to complete the maze. POLICE OUEST I: To move the bikers, take your nightstick. Speak to Carol, and then tell their leader to MOVE BIKES. Just as he says

goodnight, press the DRAW WEAPON key and let the eame do the rest KNIGHT ORC: Give a silver treasure to the troll for crossing

ber bridge. To enter ber lair, collect a lot of treasures, and lead her away from the bridge as she follows you and steals from you. When you are almost out of treasure, run back to the

WOLFMAN: To escape the temple, tie the chain to the door, place the crystal in the recess, and sleep LEISURE SUIT LARRY I:

Get the rope from your wife, after being tied to the bed. Cur it with the knife exchanged for a bottle of wine by the wine

SPACE OUEST II: Search Vorhaul for the abort code.

#### NEED TO COMPLETE LEISURE SUIT LARRY IN SEARCH

AIRPORT: Give the flower to the agent. Don't bother with the queue. Check baccage on conveyor for bomb. Dispose of bomb, and then get ticket. Get insurance from machine, and huy a meal in the cafeterra Search the meal to find a pin. and take a pumphlet from the chack in deel-

CHASM: Throw the vine of the tree branch



Leisure Suit before reaching the arroort. CREVICE: Put airsick bag in rejuvenator. Drop reguvenator

in crevice. Light arrick bag. Enter elevator shaft CRUISING: Search Eve's Mum's cabin to get a sewing ket head for the TV studios. Next - but not when she's there!

Get a dip from the bar, and take a dip in the pool - after a bit of protected sunbathing! Make sure you get the top that's at the bottom of the pool! Visit the barbers. Go the bridge chance. and pull the lever, then jump into a lifebout EVE'S PLACE: Go back and

search the trashcan before you leave! FOREST: Cut the parachute

with the knife. Take stick, and crawl past the bees. Drop the stick near the snake

GETTING STARTED: Check the garage for some cush, and head for the Ottickie Mart.

drag, and use the soons for

JUNGLE: Get a flower. MID-AIR: Open the parachute

without delay NATIVE VILLAGE: Go back to the campfire and take the

NUDE BEACH: Complete the

set by collecting a bottom to so with the top. PLANE. Take a sick bag from

your fellow passenger. Go to

the rest of the plane and use

your insurance? Pick the lock

and pull the lever to leave the

**QUICKIE MART:** Just get

time around, buy the drink.

OUICKSAND. Follow the

pattern over the quicksand.

RESTAURANT: Inst wait

until you get a table. Take the

RIVER EDGE: Take the vine

nearest the boulder. Swing

three times, and release vine.

When over the river, take the

SHIPWRECKED: On the

heat, protect your skin and

head as soon as you can. Eat,

drink, and do a spot of fishing

knife as soon as you have the

the lottery ticket for now, and

HOTEL ROOM: Dress in padding! Leave the maid alone!

ICE FLOE: Put the ashes on the ice. ISLAND BARBERS: Get wour hair dyed and your less waxed.

> SOLUTIONS - WOULD YOU USE ONE?

shop

It was not surprising, perhaps, that Bill Pickworth, of New Milton in Hampshire, was a little taken aback when I mentioned I met a thorny problem whilst reviewing Space Quest II - to wit, the whereabouts of the gem. "The difficulty ruses the question of whether reviewers normally have available some form of guide to the game provided by

TOWN: You'll need a second

visit to the Ouickie Mart. Make

sure you have swimming trunks

and suntan cream, and get that

hair cut! Check out the music

TV STUDIOS: Show the

ticket to the girl, and then

after the first show

cheat! Sit down in the waiting

room until called. Hang around

the software house at the time of reviewing the game. I would have thought it would be very much in both your interests. and that of the software house "Your reviewers presumably cannot have unlimited time to

devote to all the possibilities offered by games - and as I should have thought that reviews have a very significant impact on the sales of the games reviewed. I would have thought that software houses would be most anxious that your reviewers should have as full a knowledge as possible whilst writing the review. Ultimately, of course, better reviews are in your readers interests as purchasers of games, and therefore also in your interests as a magazine." Bill raises an interesting

point. Sometimes a problem early on can be so baffling that hours can be spent trying to crack it, before being able to get far enough into the game to write a review





THE MEN Z = STILL ALIVE!



A Spellcaster -- mess advanture

t first sight, Spellcaster to do so well. After a while, it becomes apparent that it definitely is one of those Four that Sega seem to do so wall But think make it their most antertaining to date

playing mystic laganese warrior. Kane, you have to find out who's duffing up the oeasantry, usine whatever information and during your travels. Unlike Y's and Phantasy Star, which were very much "RPG lovers only" Spellcaster is presented in a

location is no longer a matter of menus and hit points. Instead, you choose where you want to go on

₹ The stary unfolds

ENRIKU TEHPLE B BEEN ATTACKED PLUNDERED!



PAUL GLANCEY

83%

86%

SOUND

PLAYABILITY

WAILE

## TWI

to whether this is called Tiger Hell or Twin Hell. Some importers seem to be calling it Tiger Hell (probably because ger" is the only intelligible word on the title streen) but a "reliable source" (if you can call lulian a reliable source) says it's a called Twin Heli, and Tiger Heli is something completely different And seeing as he's the Dep Ed during the course of the review we'll refer to it as Twin Hell If that's alright with you

There's you, in your helicopter

zooming up the screen wasting

A Blast those choppers. tanks, gun emplacements, helicopters, destroyers, gunboats - basically, anything that moves - with wine-launched paralm pockets. And that's it

Well, no, there's a hit more to It than that. Every time you knock our one of the meatier machines, it leaves behind a handy Icon, either an "S", which adds a bonus point star, or an orb which changes colour. The colour Indicaces what fabby extra weapon will be added to the

helicopter when you collect it. On the Quartermaster's list are spread rockets (what you start with), turbo lasers, spray fire and four way missiles (which progress to homing missiles). The pick-ups" come thick and fast so you can soon be kicking some heavy ass, with a half-screen wide volley of rockets taking out whole squadrons of enemy whirlybirds. Now this is how a shoot 'em up should be!

You won't be surprised to

## NHELI



A Chakka, chakka beom! learn that there's a whopping great mega-sprice lurking at the end of each level - usually a tank with about ten simultaneously

firing gun turrets. A couple of smart bombs later, and you're back on board your aircraft carner, soothing your nerves with a mug of cocos and a digestive biscuit,

Twin Heli is the sort of game that lets you know you're still alive, and it reiterates the fact that a shoot 'em up fan without a PC Engine isn't a real shoot 'em

PAUL GLANCEY



SOUND VALUE

## RO FOOTBALL

AFC and NEC members

V The animated ref is brilliant.





#### A The Holeans

a picture which shows in detail

nozes quality if you're a Seza

**JULIAN RIGNALL** 



PLAYABILITY



## **GHOSTBUSTERS**



PAUL GLANCEY



the huge Mr Staypuft is taking shape. Any delay and he stomps have to pay for the damage! When Gorza finally makes it

Ghostbusters past Staypuft, then

SEGA £29.99 GRAPHICS 79% SOUND 35% VALUE 80% PLAYABILITY 86% The action might get a bit

samey after a while, but apart from that, Ghostbusters is a very entertaining game

OVERALL



1 1 100 0-0 C



SEGA £	24.95
GRAPHICS	74%
SOUND	73%
VALUE	68%
PLAYABILITY	78%
A competent baseball with plenty of aptions	
There's still room for	

JULIAN RIGNALL

CoC common common

P. WELCH

#### ATTENTION

#### NEC PC ENGINE ANNOUNCEMENT.

NEC Corporation, NEC Home Electronics Ltd, and NEC (UK) Ltd (collectively 'NEC' hereinafter) have recently become aware that the PC ENGINE is being offered for sale in the United Kingdom. NEC believe that it is important that UK consumers should be aware of the following information.

- 1. The PC ENGINE is a product manufactured by NEC Home Electronics Ltd for use with the NTSC transmission system It is not compatible with the LIK PAL transmission system nor any other non NTSC transmission system. For this reason, NEC Corporation does not market the PC ENGINE in the UK or in any other EEC countries
- 2. There are no authorised distributors of the PC ENGINE in the United Kinodom at present
- Therefore, if you are offered a PC ENGINE which is said to be compatible with the PAL system or any transmission system other then NTSC, you should be aware that it will have been modified by a third party.
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#### SEGA PC ENGINE GAME BOY

# **ACHIN**







みってはもう

Things are cartainly looking

futute issues

SEGA GOES

When the 16 bit Sega Megadtive is finally released over here, it's



and Darlus are out in July

September, lack Nicklaus' Golf and the very strange-sounding Other titles without a release

date include TV Sports Football Force (a fabulous-looking blaster), Outrun, Afterburner



1 W 1 W 13





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the C+VO Joysticki Exclusive to aur readers it is a customised version of the Eurament Ite model.

with its advanced design, occurring fire, unique colour and giveoway price, it was lust loa much for the Ed. Recontly he was seen sneaking down the tree scope with a prairful aormarkes for his chums!

So be stond out from the crowd, all you have to da is fill in the coupon and rysh down to you near st post

ut hurry, stocks are limited and the Ed is getting zippyll stoble for Atarl, Commadare, Amstrad and MSX. Also with interfoces:- Sinblair, BBC and Electron.

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## PREVIEW

#### HAR IT IN

Domar Work on t. e. H., rd Dr. vin. conversion continues apace, as special st vector graphics programme: Jurgen Friedrich moves his 5. from Germany over to Domark's

Since the demo we saw last month, jurghas been assembling 
the foundations of the 
forgarm to see how fa 
workings of the Hard 
Durwin mach net's found 
custom to opport 
for the respect to have to 
the support 
for the many 
for the hard 
prival mach net's found 
for the processorthe expects to have to 
the a slightly slower 
frame rate and reduce 
the number of por y85 
assigned to each piece.

As we as the loopthe-loop which we showed you last month there's now a barr by the roadside, whi dades in from the distance and glides pa soonoo smoothly that we could a most have been looking at the company of the company of the properties of properties propertie

Obvious y, when there are cars on the track and other scene moving around things are going to s ow dow



ens ooth

ens optimising

e ode.

wheth 1 or not he cassuc safully do that 1 next month 5 Hard

be reporting on inc. s on of other sprites and the all ong na arcade

the original arcade atures like the replay mide, gear shift and

K ep watch ng this

#### STAR TREK V

Mindscape
US company Hindscape
have wasted no time in
beaming up the licence
to Star Trek V: The
Final Frontier.
Paramount are keeping
the plot of the film

Final Frontier.

Paramount are keeping the plot of the film firmly under wraps, but in the game you play Captain Kirk on a mission to the centre of the galaxy. On the way, he and his illustrious crew have to deliver three ambasadors to their destination planet while avoiding Klingon pursuers, defeating

#### HARLEY DAVIDSON

Mindscape
There are many who think that Harley
Davidsons are the best

bikes in the world obviously Mindscape are such people, 'cos they've just bought the rights to produce an officially licensed Harley game. You'll be able to straddle a 1340c Hog and burn down the road to Sturgis, South Dakota

#### FIENDISH FREDDIE

Mindscape
Ever wanted to join the

circus? This is the game to put you off that ambition for good. The bank are fore-closing on the circus' mortgage, and to earn the money to save it you play a clown taking part in six wacky circus events — high divinginto a bucket of water.



#### REVIEW



Klaa, a renegade Klingon and getting around The Barrier Zone (whatever that is), Star Trek V will have elements of arcade, strategy and adventure gameplay with loads of digitised graphics and sound and the usual crew of hold goers. Predicting the quality of the game at this early stage would be illogical, but sensors indicate that this may well be the best Trekkie game yet. RELEASE: AMIGA/ST/PC NOVEMBER PRICE: £29.99





(avoiding speed traps the biggest Harley rally in the world is taking place. There, you can partake in five different Harley contests,

including a drag race A neat feature is that you can customise your bike any way you like - and you can even get custom-painted helmet. It certainly sounds interesting -Harley fans should keep their eyes peeled for a too-distant future.

ST/AMIGA/PC, SEPT

PRICE: TBA

Infiltrator and

collaborated on the

classic Boulderdash.

and what we've seen of

hard cash, but working against you is Freddie, who does nasty things like blowing you off course in mid-dive, or lobbing you a bomb to juggle instead of a ball. Fiendish, eh? The programming team is being led by Chrls Gray, who wrote









Fiendish Freddie Is superb, with loads of humour and superb graphics and sounds. Will the circus be saved? We should find out in the review next issue. RELEASE: AMIGA/ST/PC. SEPTEMBER PRICE: £29.99



artistry, knife-throwing, tight-rope walking, and being shot out of a cannon, Mastery of sald stunts is rewarded with



## PREVIEW

#### ACTION FIGHTER

#### Firebird

Activision haven't got the monopoly on Sega licenses, y'know. This is a conversion of a littleknown shoot' em up of theirs which looks a lot like a turbo-charged Spy Hunter (classic drive-up-the-road-andkill-things fun). In the first of the garne's four



fighter, Core Software (producers of the acclaimed Rick Dangerous) have done the programming and the result is quite a nifty game. The ST version we've seen is pretty good fun so we're hoping for a review next Ish. RELEASED: ST/AMIGA/ SPECTRUM/C64/ AMSTRAD AUGUST PRICE: ST, AMIGA £24.95.8 BIT





### TRAINED ASSASSIN

Digital Magic Software Kill! Maim! Horribly disfigure! It's all here in Digital Magic's new scrolly blast which puts a warm bazooka In your hands and leaves the rest to you.

Actually, the bazooka is just the start of things and your little on-screen trooper can pick up all manner of weird and wonderful Instruments of death.

Including orbit and x-y balls, lectro blasts, power blasts and exterminators, Sounds have a winner on their like ripping fun, does it hands. not? Well, our first impressions were

RELEASED: certainly favourable, so PRICE: ST/AMIGA Digital Magic may well £24.99





ST/AMIGA OUT NOW

## PREVIEW

#### STARGLIDER 2

#### Firebird Woo-weel Hang out the

flags, Grandmal The Spectrum version of Argonaut Software's fab space flight simulation is on final countdown for imminent launch. The nasty Egrons are building a giant beam projector to wipe out your home planet of Novenia from the neighbouring Solice system, so it's up to you to go to the Solice system and hunt around the planets for the equipment which will put a stop to those Egrons' antics. The ST





and Amiga versions

extravaganzas, and

while the Spectrum

were 3D

graphics are only wireframe, programmer Steve Dunn has used hidden line removal to make the 80 different craft, creatures and structures look solid. Steve has tried to keep as much of the 16 bit versions' gameplay in as possible but has had to compromise to a certain extent - check out the forthcoming review. RELEASED: ALL SPECTRUMS, JUNE

#### FERRARI FORMI II A ONE

#### Flectronic Arts "AAAAAAND! MEREL

ITI COMESII" ac Murray Walker would say. EA have finally got around to producing ST and PC conversions of their motor racing sim which got a rousing reception on the Amiga eighteen months ago. EA also hint that there are also 8 bit versions just nosing out of the plts. As well as being able to rlp up the tarmac on 16 simulated tracks all over the world and drive against such simulated celebs as Alain Prost, Nigel "Man-sell" and Ayrton Senna, you can also tune and repair your car in a simulated garage and wind tunnel and organise your simulated pit crew. Gee-force! Sounds good, but will it be better than Microprose's fabby Stunt Car Simulator or





Domark's Hard Drivin' conversion? We'll just have to walt and see. won't we? That's the way the space-time continuum works v'know. RELEASED- ST/PC AUGUST, 8 BITS TBA PRICE: ST 624.99, PC

#### RAINBOW WARRIOR

We should have known it wouldn't take long and their ex-flagship, The Rainbow Warrior. Being based an organisation dedicated

won't have any blasting of CFC-laden aerosols Secret Service divers (or should that be

PRICE: £14.99



RELEASED: AMIGA, OUT NOW PRICE: 8 BIT

#### PASSING SHO

PASSING SHOT Imageworks Anyone for tennist Treque (of Barerords fame) are putting together the translation of this Sega coin-op, so little-known that even Mr Rignall has never played it! In spite of this astounding link of notories as some under the spite of this astounding link of notories with the spite of this astounding link of notories are spite of the spite of this astounding link of notories are spite of the spite of this astounding link of this spite of this spite of this astounding link of this spite of th



RELEASE: AMIGA/ST/C64/CPC/ SPECTRUM, AUTUMN



#### VERMINATOR

Well, it's about time. tool This game seems to have been on the starting blocks since Pontius was a pllot, but what with the programmer being taken ill, then Firebird and its associated labels being sold to Microprose, Verminator's had its fair share of hold-ups. It's a flick-screen arcade adventure set in an oak tree city which is riddled with woodworm and other pests. As the threelegged Verminator. your job is to troe through the tree, tapping the little bugs' skulls to earn cash, to buy extra weapons to kill more bugs, and so on. As you can see from the pic, the graphics are more colourful than Roger Melly's language.







version we played was a thoroughly jolly wheeze. Look out for the review in the next ish.

RELEASED: ST/AMIGA, JULY PRICE: £24.99

#### CASTLE WARRIOR

Palace

of an oversight, that.

As well as having the Amiga version of Barbarian II in their issued, and their issued, and their issued, and their issued, and their issued their issued their issued their issued their issued to release the next of their issued to release the Department of their issued to result in the interest issued to result in their issued to result in the interest issued to result in their interest interest in their interest in their interest interest in their interest interest in their interest interest in their interest interest interest interest in their interest interest

smarty-kex - no-good



sorcerer Zandor has poisoned your old Dad (who happens to be the King), and to save him from an upset stomach and a nasty rash under his arms, you have to get the an tidote. It's a six-part arcade game, taking you through

underground dungeons full of monsters, a game of Slay the Very Large Dragon, a bit of slalom canoeing along an under ground river, a fight with a big beast called libba (well. what's the matter with that?), the fight with Zandor, then a bout of dragon dodging as you fly home. Exciting or what? Well, Delphine certainly produced the goods with their last game, Bio-Challenge so hopes for Castle

Warrior are high RELEASED: AMIGAIST, JULY PRICE: TBA



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It's silent. it's cunning. it's spreading it's...



## WICKED



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growing ever stronger. You are called upon, a mere mortal, to purge the
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